THE OFFICIAL GUIDE FROM NINTENDO POWER®

GAME BOY® ADVANCE

$14.99
METROID ZERO
NIHB
2413227

METROID®
ZERO MISSION

GAME BOY PLAYER Nintendo
PLAY IT ANYWHERE!

THE OFFICIAL
Nintendo®
PLAYER'S GUIDE

staff list

PUBLISHER
T. Kimishima

ASSOCIATE PUBLISHER
Yoshio Tsuboike

EDITOR IN CHIEF
Scott Pelland

SENIOR EDITOR
Jessica Joffe Stein

WRITER
George Sinfield

COPY EDITOR
Candace English

ASSISTANT PRODUCTION MANAGER
Machiko Oehler

PRODUCTION SPECIALIST
Corinne Agbunag

PRODUCTION COORDINATOR
Mayumi Colson

STRATEGIC LAYOUT/ GRAPHIC DESIGN
V-Design, Inc.

V-DESIGN ART DIRECTOR
Yoshi Orimo

V-DESIGN LEAD DESIGNERS
Adam Crowell
Oliver Crowell

V-DESIGN MANAGERS
Sonja Morris
John Rice

ART DIRECTOR
Kim Logan

DESIGN/PREPRESS
Jim Catechi
Tim Garret
Rebekah Lane
Andy Myers
David Waterworth

PRODUCTION ASSISTANT
Christopher Shepperd

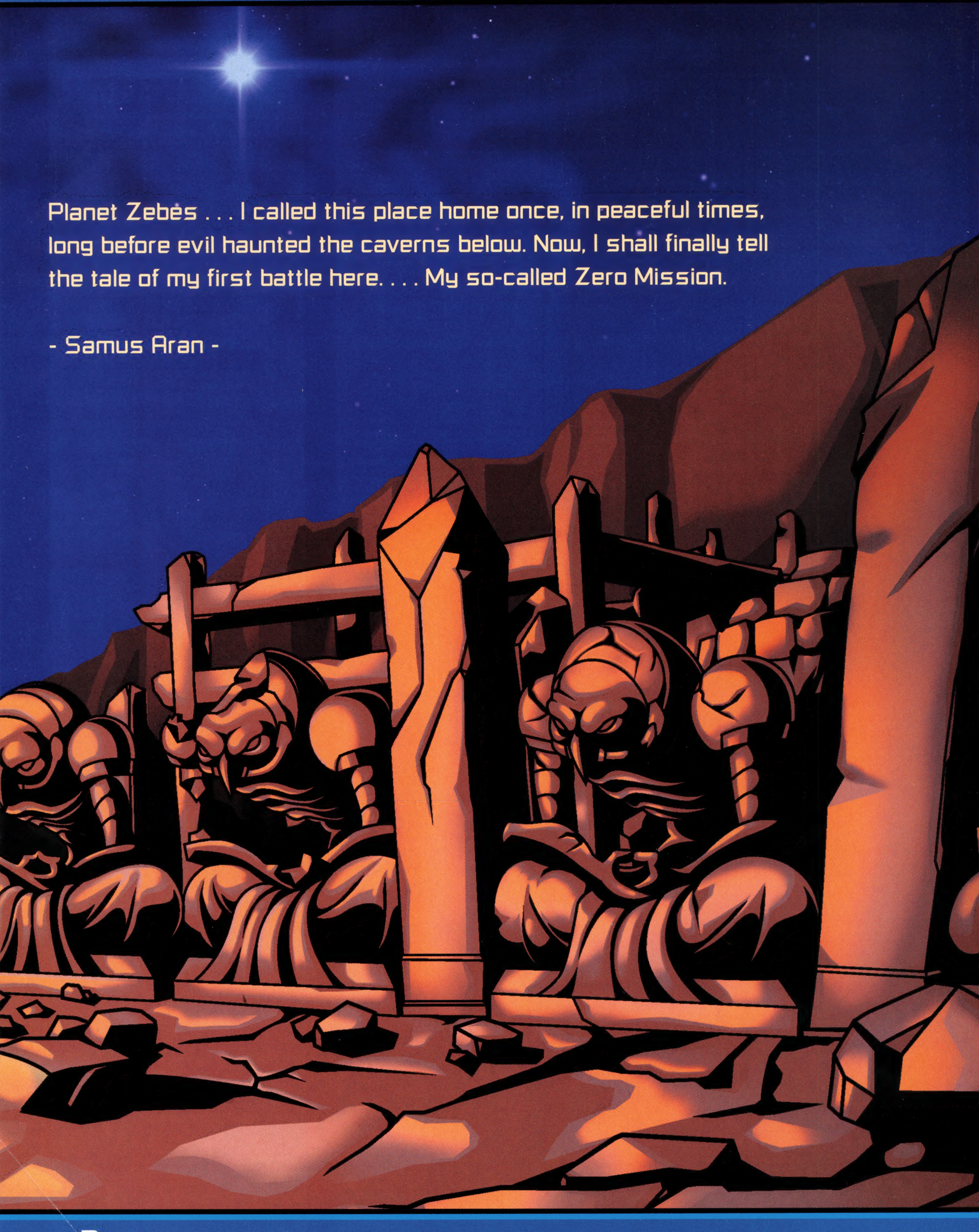
MARKETING MANAGER
Jeff Bafus

MARKETING SPECIALIST
Malinda Miller

The Metroid: Zero Mission Player's Guide is printed in Canada and published by Nintendo of America Inc., 4820 150th Ave. NE, Redmond, Washington 98052 at $14.99 in the U.S.A. ($17.99 in Canada). ©2004 Nintendo of America Inc. All rights reserved. Nothing that appears in the Metroid: Zero Mission Player's Guide may be printed in whole or in part without express written permission from Nintendo of America Inc., copyright owner. Nintendo is a registered trademark of Nintendo of America Inc. Metroid: Zero Mission ©2004 Nintendo.
ISBN 1-930206-48-8

METROID®
ZERO MISSION

the official nintendo player's guide



Planet Zebes . . . I called this place home once, in peaceful times, long before evil haunted the caverns below. Now, I shall finally tell the tale of my first battle here. . . . My so-called Zero Mission.

- Samus Aran -

contents

gameplay basics

CONTROLS 4
UPGRADES 5

maps of zebes

BRINSTAR 10
NORFAIR 12
CRATERIA 14
KRAID 16
RIDLEY 18
TOURIAN 20
CHOZODIA 22
EXPLORATION ADVICE 24

100% adventure

MORPH BALL 26
LONG BEAM 27
MISSILE TANK 29
CHARGE BEAM 31
NORMAL BOMB 32
POWER GRIP 34
ICE BEAM 38
SPEED BOOSTER 40
HI-JUMP 49
VARIA SUIT 53
WAVE BEAM 56
SUPER MISSILE TANK 60
SCREW ATTACK 63
MOTHER BRAIN 70
MOTHER SHIP 78
POWER BOMB TANK 82
EXPLORE ZEBES 86

big finishes

ENDING CONDITIONS CHART 100
15% WALK-THROUGH 100
SPEED WALK-THROUGH 103

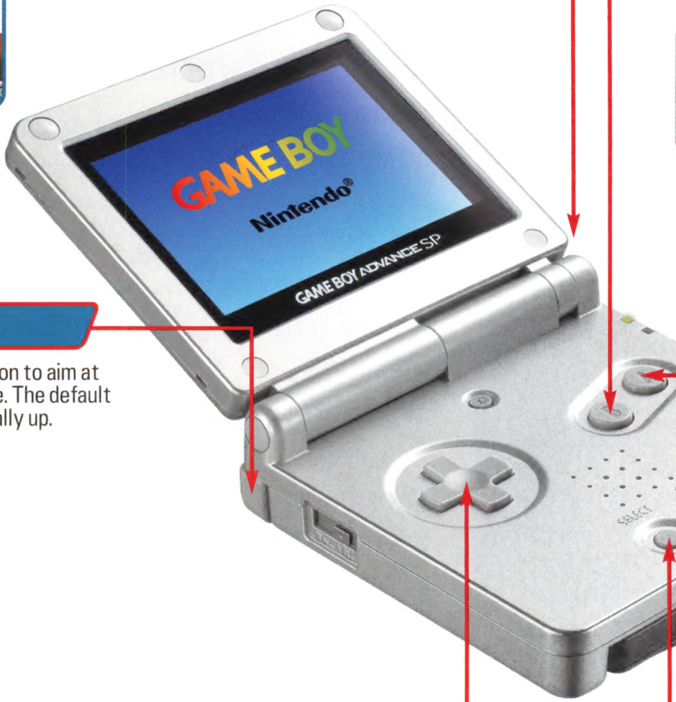
back to the future

NES METROID WALK-THROUGH 106
GALLERIES 112

GAMEPLAY BASICS:

controls

Metroid adventures are known for their free-flowing play control and innovative control configurations. You can lose yourself in the game without equipping items or having to access weapons through menus. Everything that you need is readily available and at your fingertips.



R BUTTON

Hold the R Button to switch from your beam to your Missile Launcher or from Normal Bombs to Power Bombs.

R Button + **B** Button

Hold R and press B to launch the currently selected missile (if standing) or to set a Power Bomb (if in ball form).

L BUTTON

Hold the L Button to aim at a diagonal angle. The default angle is diagonally up.

L Button + ▼ on the Control Pad

By holding L and tapping Down, you'll aim diagonally down.

CONTROL PAD

Press Left or Right on the Control Pad to run. Press the diagonal directions on the Control Pad to aim diagonally while running. Press Up to aim upward. Press Down while your character is in the air or hanging from a ledge to aim downward.

▼ on the Control Pad

Press Down once to make Samus kneel (an important maneuver for advanced Speed Booster techniques).

▼+▼ on the Control Pad

When Samus is standing, press Down twice to make her roll into Morph Ball form.

B BUTTON

The B Button triggers your weapons. Press and release the button to fire a beam shot. Press B while holding R to fire a missile.

B Button (Morph Ball form)

Once you have a bomb upgrade, you can set an explosive by pressing B while you're in Morph Ball form. Press B repeatedly to set off a series of bombs.

Hold the **B** Button

After you collect the Charge Beam upgrade, you'll be able to build your beam's power by holding the B Button. Release the button to fire the shot.

A BUTTON

The A Button makes Samus jump. Tap the button to trigger a short hop. Hold it to have Samus jump to the limits of her abilities.

◀ or ▶ on the Control Pad + **A** Button

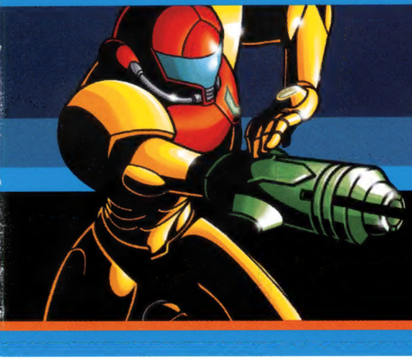
Use the Control Pad in combination with the A Button to somersault or quickly climb up a ledge from a hanging position.

START

Press the Start Button to pause the action (and the game clock) and to view the Map screen. Press R to switch to the Status screen.

SELECT

Press Select to switch from standard missiles to Super Missiles and to cycle through maps on the Map screen.



GAMEPLAY BASICS:

upgrades

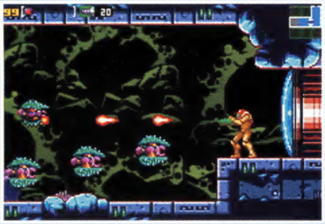
The Power Suit offers protection from the elements, and its upgrades add to your abilities, allowing you to plow through enemies and reach new areas. Every upgrade gives you the potential to expand your boundaries and further your mission.

beam upgrades

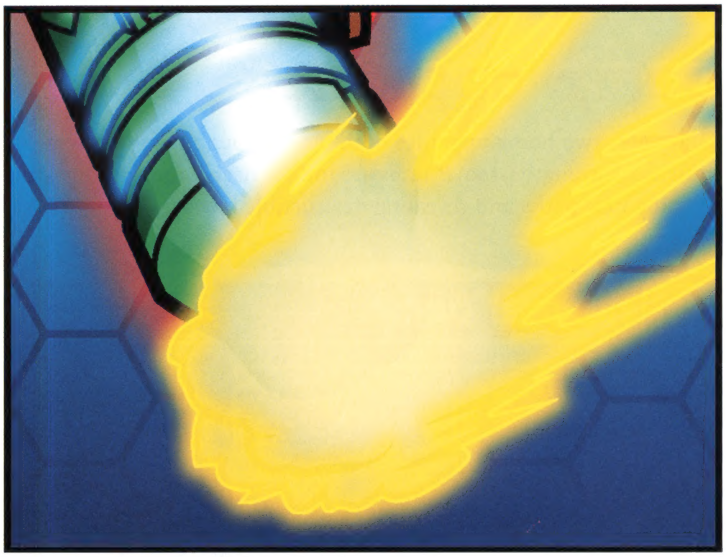
Five beam upgrades contribute to the power and versatility of your beam weapon. The beams are not mutually exclusive—there's no need to switch from one beam to the next. When you collect a new beam, it supplements the strength of all of your other beam upgrades.

L long beam

EARN THE UPGRADE: PG. 27

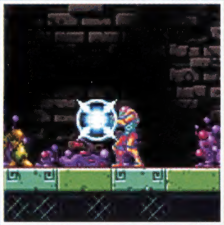


The Long Beam upgrade doubles the duration of the standard beam, allowing you to target enemies, blocks and hatches across the width of the screen.

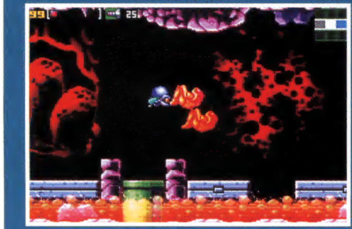


C charge beam

EARN THE UPGRADE: PG. 31



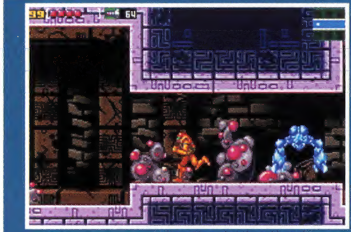
A fully charged beam blast has the power (but not the red-hatch-unlocking ability) of a missile shot. It's the only upgrade that you'll earn by defeating an enemy.



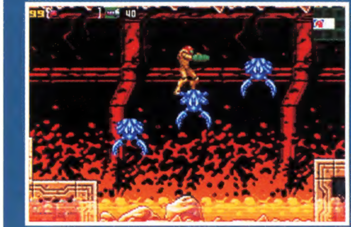
While your beam is charged, you can plow through creatures by somersaulting into them—a foreshadowing of the Screw Attack.

I ice beam

EARN THE UPGRADE: PG. 38



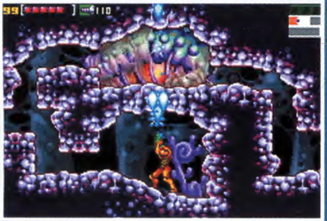
A single shot from the Ice Beam freezes enemies in their tracks, making them easy targets for more shots. Additionally, frozen foes are simple to avoid.



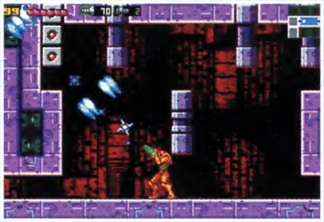
As long as an enemy is frozen, you can touch it without taking damage. Frozen fliers make great platforms for crossing wide expanses or reaching great heights. When a frozen enemy begins to thaw, you can refreeze it by hitting it with another Ice Beam shot.

W wave beam

EARN THE UPGRADE: PG. 56



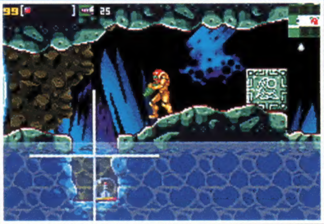
The Wave Beam upgrade increases the width of your beam blast and allows you to fire through walls. You can avoid enemy attacks by blasting beasts from a covered position.



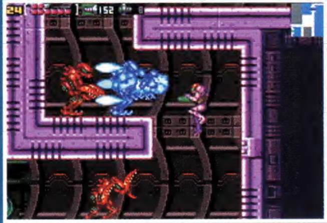
An excellent exploration tool, the Wave Beam reveals the nature of destructible blocks, even those that are embedded in walls.

plasma beam (unknown item #1)

EARN THE UPGRADE: PG. 37



As you advance through the Zebesian underground, you'll acquire three unknown items—upgrades that will not realize their full potential until you step into a new Power Suit. After you collect an unknown item, certain carved Chozo Blocks will flash, signaling that you can destroy them with a beam or bomb blast.



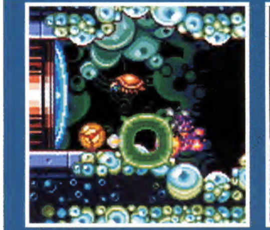
Once you have the new Power Suit, your Plasma Beam will pulse through enemies then continue on its path, allowing you to hit several baddies with a single powerful shot.

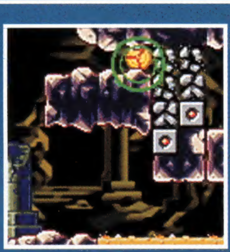
bomb upgrades

The game's two bomb upgrades both blast through bombable blocks, but they have individual strengths, too. Bombs are indispensable tools for exploration—both for opening new paths and revealing destructible blocks.

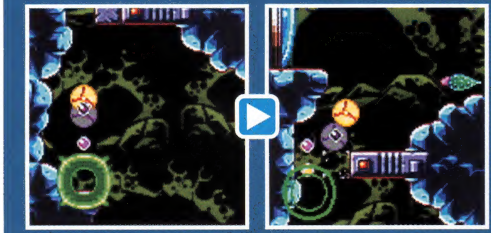
normal bomb

EARN THE UPGRADE: PG. 32

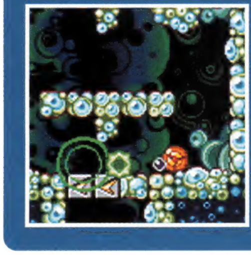




When you earn the Normal Bomb upgrade, several areas that were dead ends will become starting points for new paths. Use the bombs to blast through obstacles and damage enemies.



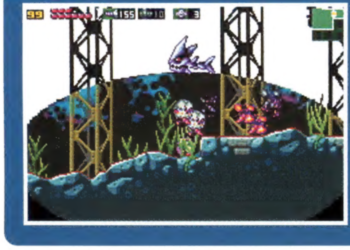
A Normal Bomb blast propels Samus's Morph Ball form into the air. By pressing the B Button quickly and repeatedly, you can string together bomb blasts and reach new heights.



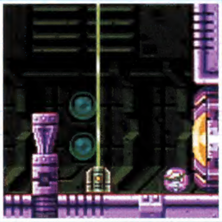
When you enter a new area, it's good practice to roll along the floor and set a chain of bombs. You'll destroy any bombable barriers and expose other types of destructible blocks.

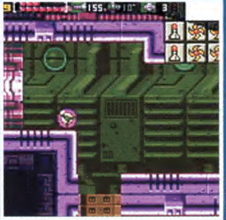
power bomb

EARN THE UPGRADE: PG. 82



Expendable Power Bombs have a wide blast radius that hits everything on the screen. They're perfect for defeating several enemies at once.





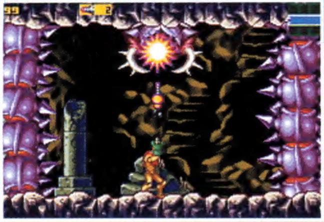
A Power Bomb detonation breaks through yellow hatches and both varieties of bombable blocks. It also reveals all blocks within its blast radius that you can destroy by other means.

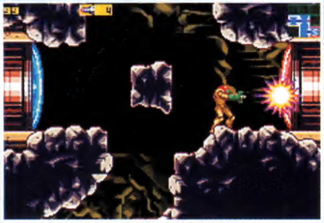
missile upgrades

Both missile upgrades give you the ability to open previously unlockable hatches and power through strong enemies. All of the game's bosses (with the exception of the glowing orb in the Chozo Ruins) have a weakness to missiles.

missile tank

EARN THE UPGRADE: PG. 29

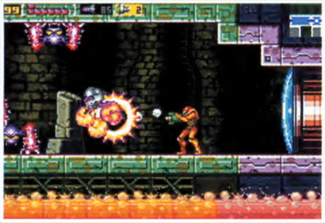


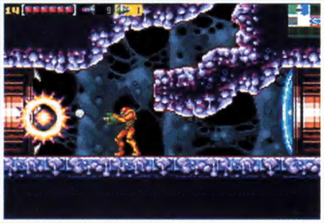


More powerful than your beam and able to unlock red hatches, standard missiles are a great addition to your arsenal. In Easy- and Normal-difficulty games, a Missile Tank increases your carrying capacity by five missiles. In Hard difficulty, it adds two missiles.

super missile tank

EARN THE UPGRADE: PG. 60





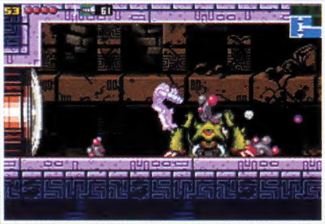
Super Missiles unlock green hatches and rock big enemies. On Easy or Normal difficulty, a Super Missile Tank will increase your holding capacity by two super missiles. On Hard difficulty, it'll add one Super Missile.

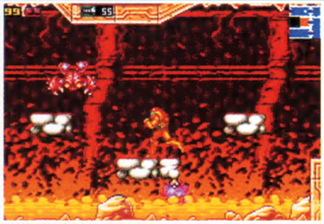
suit upgrades

Although the unaltered Power Suit offers a lot of protection in your battles against the enemies of Zebes, new suits add more layers of armor, greater mobility and the strength to withstand prolonged stays in hostile environments.

varia suit

EARN THE UPGRADE: PG. 53

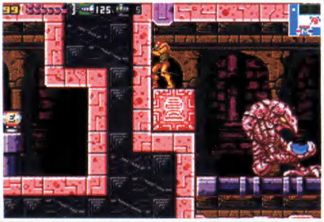


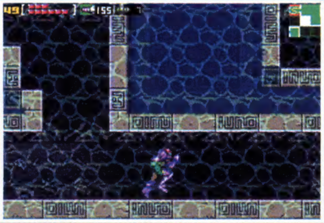


After you suit up with the Varia, you'll take less damage from enemy attacks and you'll cease to experience negative effects from contact with hot air or acid. Lava, however, will still sap your energy.

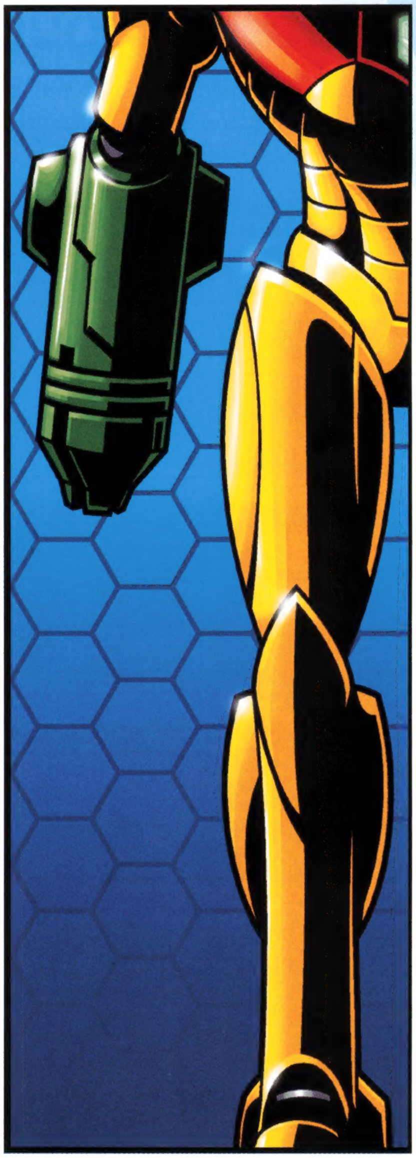
gravity suit (unknown item #3)

EARN THE UPGRADE: PG. 66

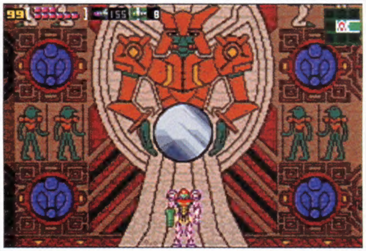




Your third unknown item will give you the ability to destroy a new series of carved Chozo Blocks. Once it converts to the Gravity Suit, you'll be able to dive into lava without taking damage and navigate flooded areas freely.



chozo power



When you advance to the extreme edges of the Chozo Ruins, you'll take a test that will reveal Samus's connection to the Chozo and give you the Fully Powered Suit, which turns all three unknown items into functional upgrades.

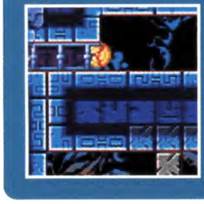
EARN THE UPGRADE: PG. 81

miscellaneous upgrades

Miscellaneous upgrades—including the essential Morph Ball, the new Power Grip and the versatile Speed Booster—offer a wide variety of abilities. All of the items (except Energy Tanks) act as keys that allow you to advance to areas that were previously unavailable to you. Get acquainted with each upgrade as you collect it, and learn to use it to its full potential.

morph ball

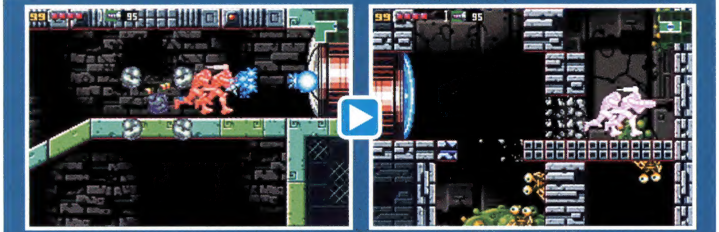
EARN THE UPGRADE: PG. 26



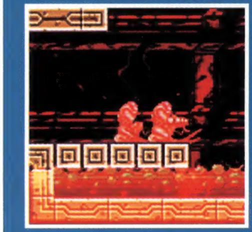
Your first upgrade allows you to roll out of the small starting area. Use the Morph Ball to condense to a sphere and squeeze through tight passages.

speed booster

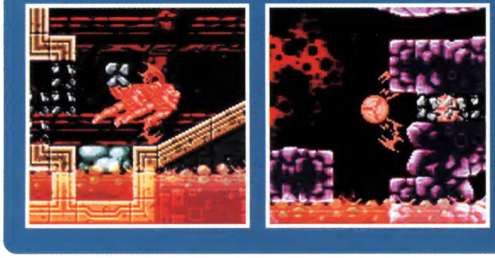
EARN THE UPGRADE: PG. 40



A running start will charge your booster, give you blurring speed and allow you to run through enemies and Speed Booster Blocks. Fire your beam to clear away other obstacles and to open hatches so that you can continue to run.



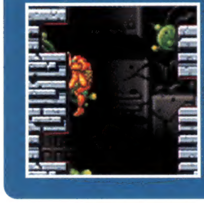
Not only can you run fast under the influence of the Speed Booster, but you can blast into the air. Press Down to kneel and stop. Before your charge dissipates, tap the A Button to initiate takeoff, then hold Left, Right, Up or diagonally Up and to the Left or Right to fly in the direction you desire.



You can take off from an upright position or in Morph Ball form. If you hit a gentle slope, you'll return to the ground but sustain your charge, allowing you to boost in a different direction.

power grip

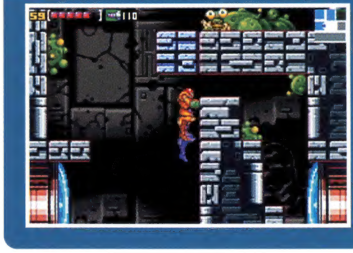
EARN THE UPGRADE: PG. 34



In your search for the Ice Beam, you'll stumble upon the Power Grip, an upgrade that will allow you to grab on to ledges and sliding mechanisms on ceilings. While you're hanging from a ledge, you'll be able to fire your beam in five directions. To climb up from a ledge, press Up or push toward the ledge and press the A Button.

hi-jump

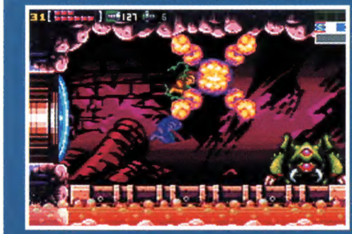
EARN THE UPGRADE: PG. 49



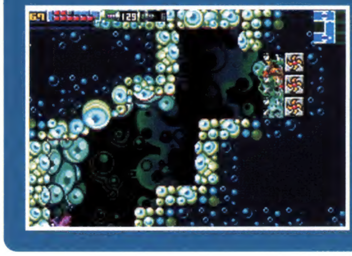
When you get a new pair of shoes—in the form of the Hi-Jump upgrade—you'll able to jump higher and reach tall ledges effortlessly. You'll also be able to hop in Morph Ball form.

screw attack

EARN THE UPGRADE: PG. 63



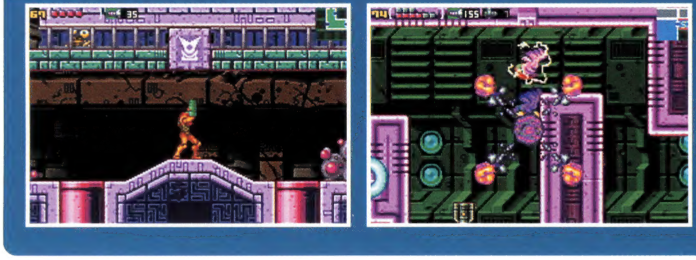
Late in your first trip through the Zebesian underground, you'll earn the Screw Attack, an upgrade that will turn your somersault into a weapon. Use it to buzz through enemies and their projectiles.



The Screw Attack cuts through Screw Attack Blocks, giving you an easy route to the Mother Brain and a direct path out of the Chozo Ruins.

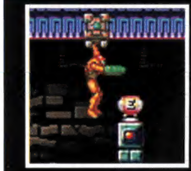
space jump (unknown item #2)

EARN THE UPGRADE: PG. 47



After you collect the second unknown item, you'll have the power to break through another batch of Chozo Blocks. Once the item is revealed as the Space Jump, you'll be able to fly by jumping repeatedly in midair.

energy tank



You'll start the game with 99 units of energy and gain another 100 units with every Energy Tank you collect. There is a total of 12 Energy Tanks, some very hard to get.

METROID: ZERO MISSION

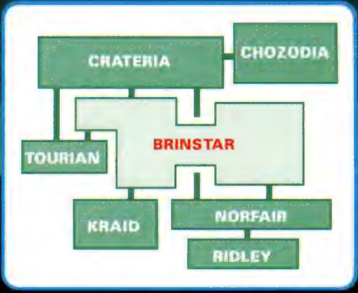
maps of zebes

The world of Zebes holds many mysteries and hidden passages, and it's bigger than ever in Metroid: Zero Mission. The following section shows the layout of every area in the game with callouts for upgrades, tanks and boss battles. If you want to go it alone without a lot of strategy help, follow the maps and consult the walk-through only when you're stuck.

MAPS OF ZEBES:

brinstar

Brinstar's corridors and shafts form a shape familiar to longtime Metroid fans, but the planet's central section holds plenty of secrets and surprises that are new for Metroid: Zero Mission.


CRATERIA
CHOZODIA
TOURIAN
BRINSTAR
KRAID
NORFAIR
RIDLEY

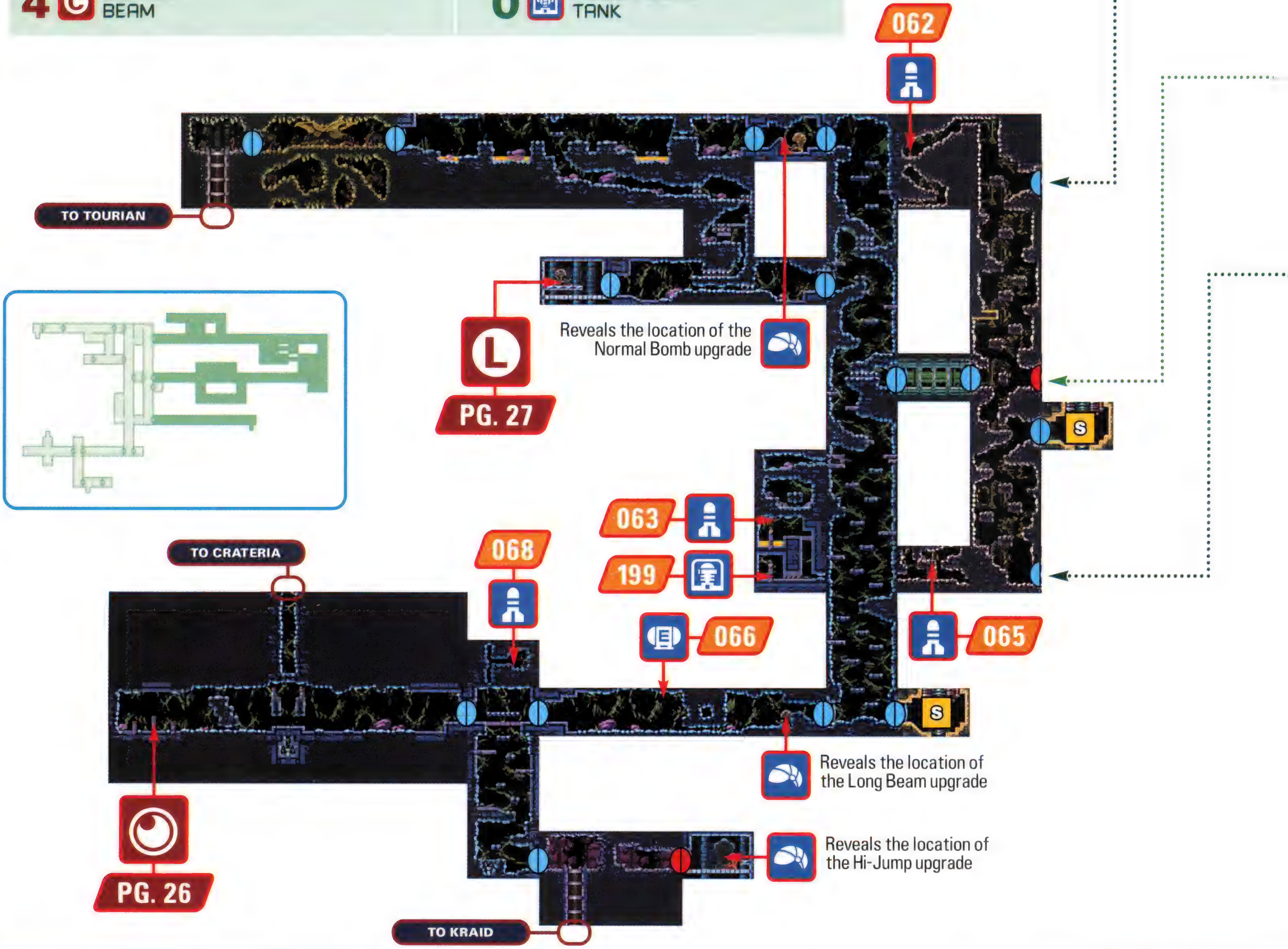
BRINSTAR UPGRADES

Red icons indicate major Power Suit upgrades—items that will give you the ability to explore new areas. The numbers to their left show the order in which you will collect the upgrades while following our walk-through.

1	MORPH BALL
2	LONG BEAM
3	MISSILE TANK
4	CHARGE BEAM
5	NORMAL BOMB
12	VARIA SUIT

Blue icons show the locations of additional tanks—items that will add to your durability and power. The green numbers beside them indicate the quantity of each tank type in the area.

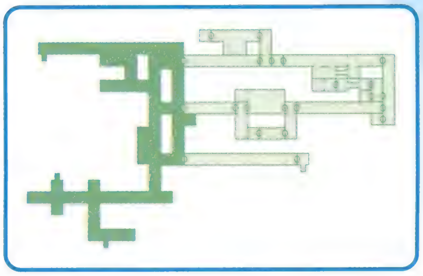
10	MISSILE TANK
3	ENERGY TANK
1	SUPER MISSILE TANK
0	POWER BOMB TANK

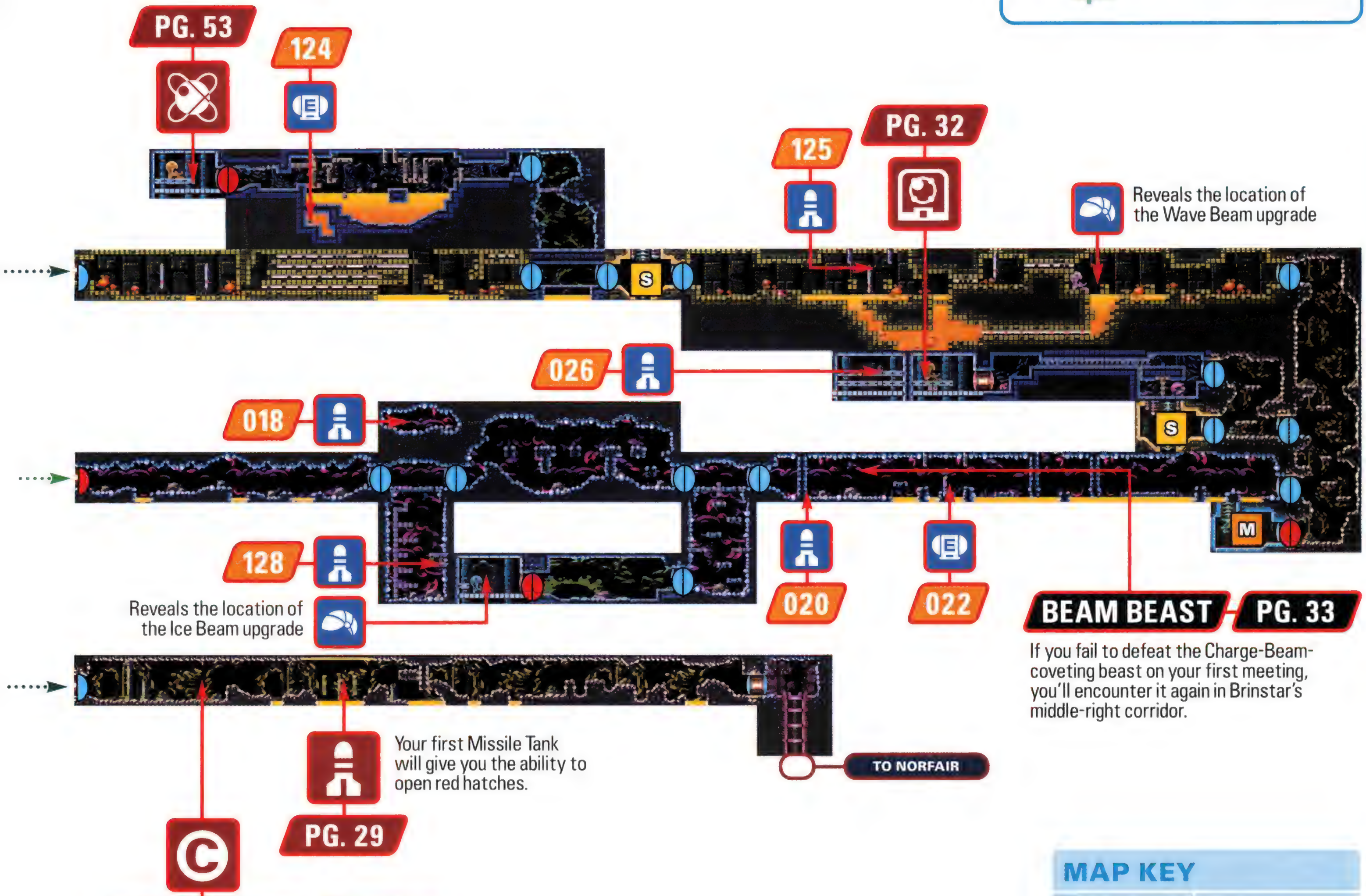

062
TO TOURIAN
PG. 27
063
199
068
066
065
TO CRATERIA
PG. 26
TO KRAID

Reveals the location of the Normal Bomb upgrade

Reveals the location of the Long Beam upgrade

Reveals the location of the Hi-Jump upgrade





Reveals the location of the Wave Beam upgrade

Reveals the location of the Ice Beam upgrade

BEAM BEAST **PG. 33**

If you fail to defeat the Charge-Beam-coveting beast on your first meeting, you'll encounter it again in Brinstar's middle-right corridor.

Your first Missile Tank will give you the ability to open red hatches.

BEAM BEAST **PG. 31**

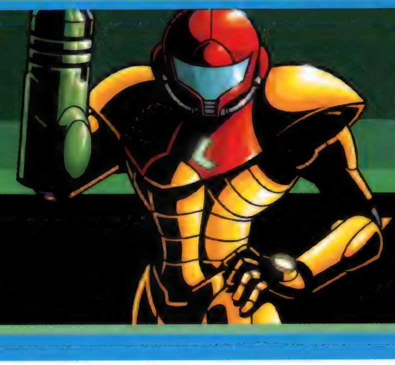
The burrowing serpent that holds the Charge Beam will make its first appearance in Brinstar's lower-right corridor. It will continue to show up here and in the middle-right corridor until you defeat it.

MAP KEY

BLUE HATCH	🔵	SAVE ROOM	S
RED HATCH	🔴	MAP ROOM	M
		CHOZO STATUE	

MAP KEY OVERVIEW

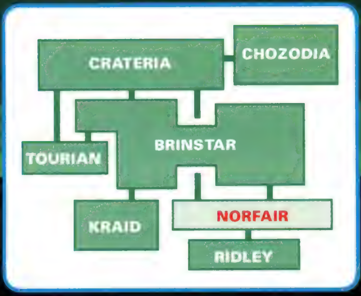
BLUE HATCH 🔵	A single beam shot or a bomb blast will open a blue hatch, allowing you access to the next area.	SAVE ROOM S	Save rooms record your progress and the status of the game clock. You'll always restart at your last saved point.
RED HATCH 🔴	You can unlock a red hatch by hitting it with missiles. Once unlocked, the hatch will turn blue.	MAP ROOM M	You'll download a map of known passages in the map room. Secret areas are added to the map as you find them.
GREEN HATCH 🟢	Use a Super Missile to unlock and open a green hatch. After you unlock it, the hatch will turn blue.	CHOZO STATUE	Chozo Statues point you in the direction of discoveries that will advance your adventure. They also recharge your energy and replenish your supply of expendable weapons.
YELLOW HATCH 🟡	Power Bombs unlock yellow hatches. Once unlocked, they become blue hatches.	TIP NUMBER 098	Numbers in orange boxes correspond to tips in the 100% Adventure section of the guide.



MAPS OF ZEBES:

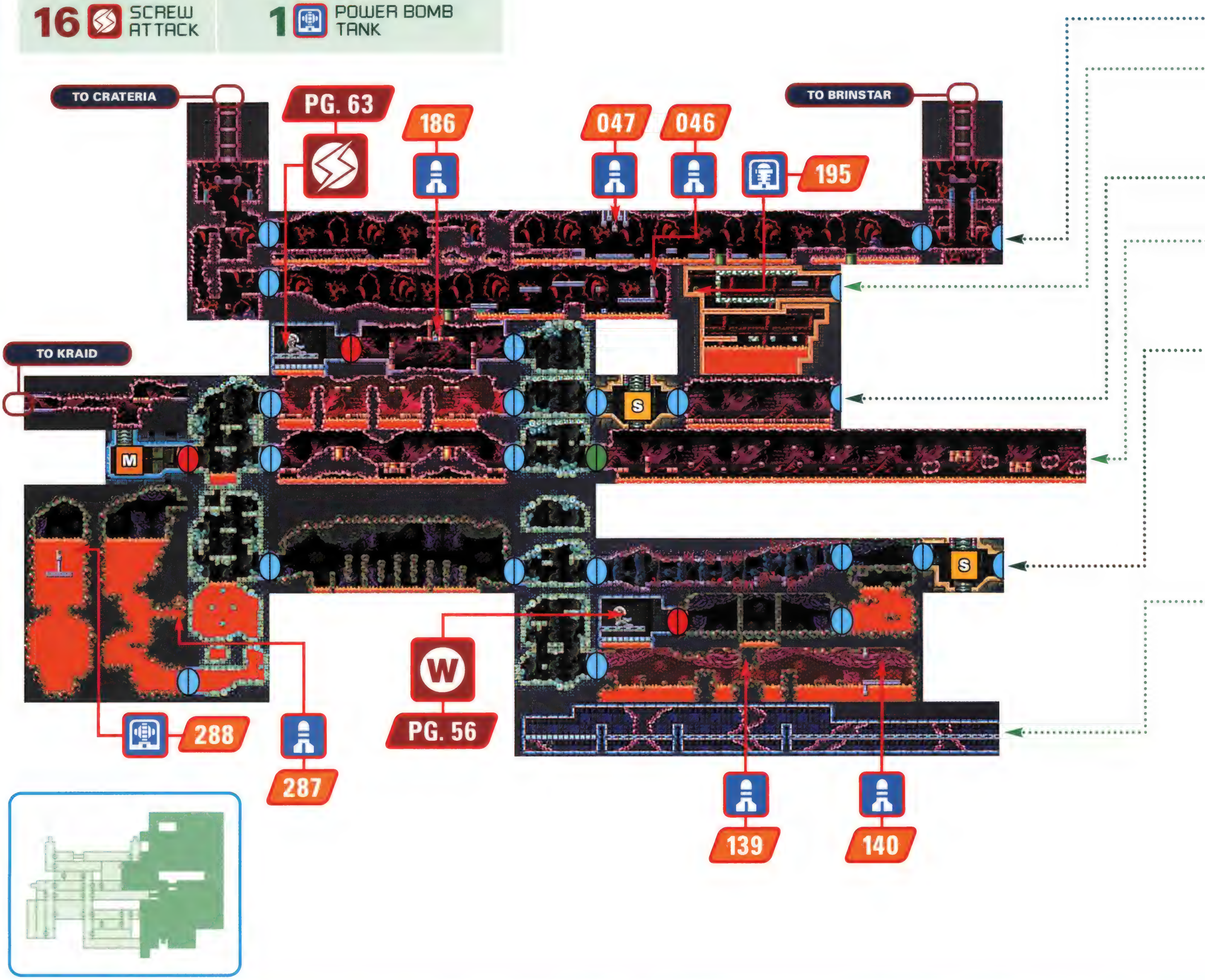
norfair

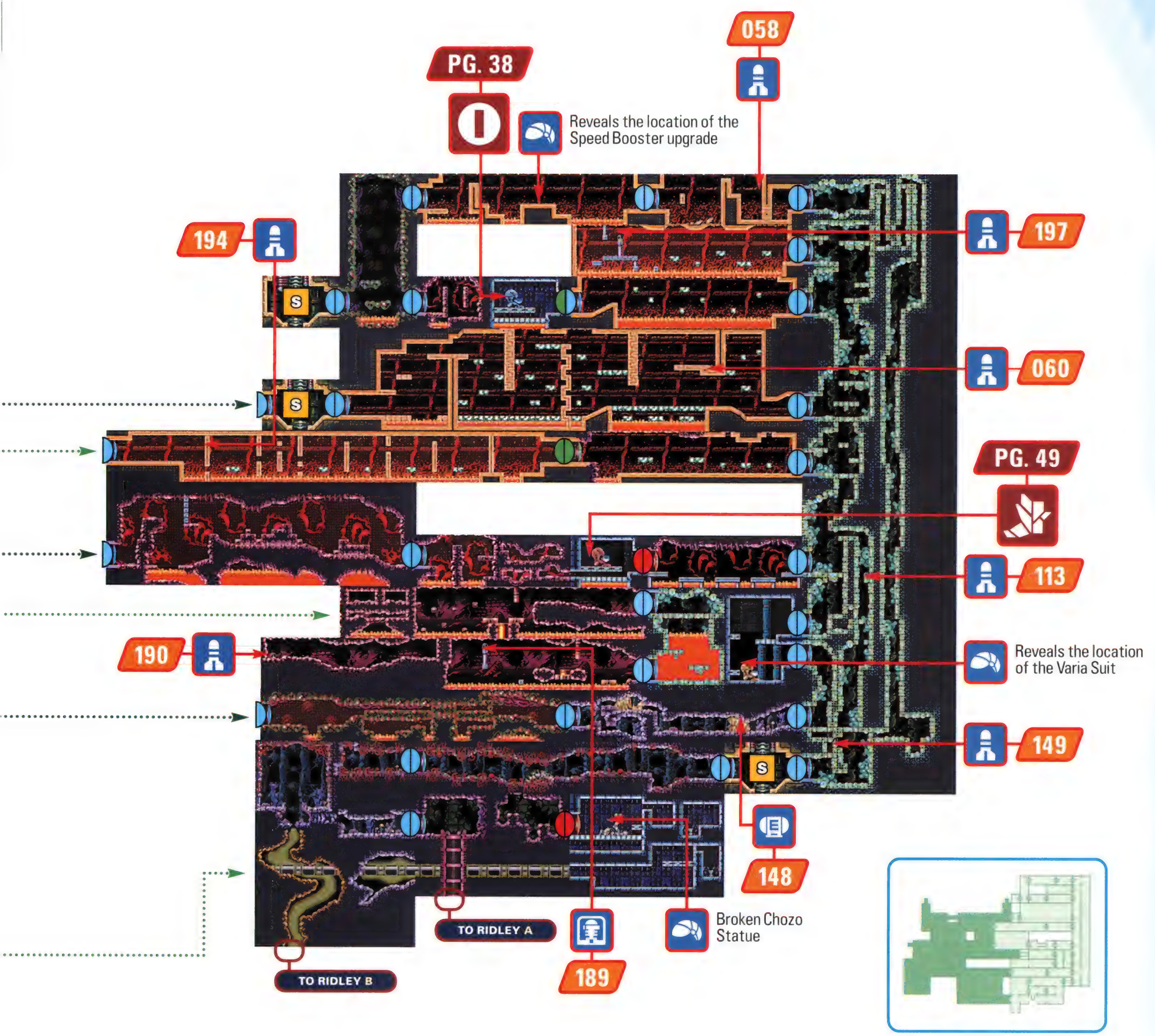
The air is warm and the pools are filled with a dangerous, gurgling brew in the planet's core region. You'll benefit from added Power Suit protection as you explore Norfair's nastiest corridors.


CRATERIA
CHOZODIA
TOURIAN
BRINSTAR
KRAID
NORFAIR
RIDLEY

NORFAIR UPGRADES

8	ICE BEAM	13	MISSILE TANK
11	HI-JUMP	1	ENERGY TANK
13	WAVE BEAM	2	SUPER MISSILE TANK
16	SCREW ATTACK	1	POWER BOMB TANK


TO CRATERIA
PG. 63
186
047
046
195
TO BRINSTAR
TO KRAID
M
S
S
W
PG. 56
288
287
139
140


PG. 38
058
Reveals the location of the Speed Booster upgrade
194
197
S
S
060
PG. 49
113
190
Reveals the location of the Varia Suit
149
S
148
TO RIDLEY A
TO RIDLEY B
189
Broken Chozo Statue

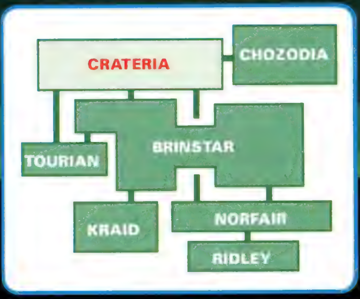
MAP KEY

BLUE HATCH	🔵	SAVE ROOM	S
RED HATCH	🔴	MAP ROOM	M
GREEN HATCH	🟢	CHOZO STATUE	

MAPS OF ZEBES:

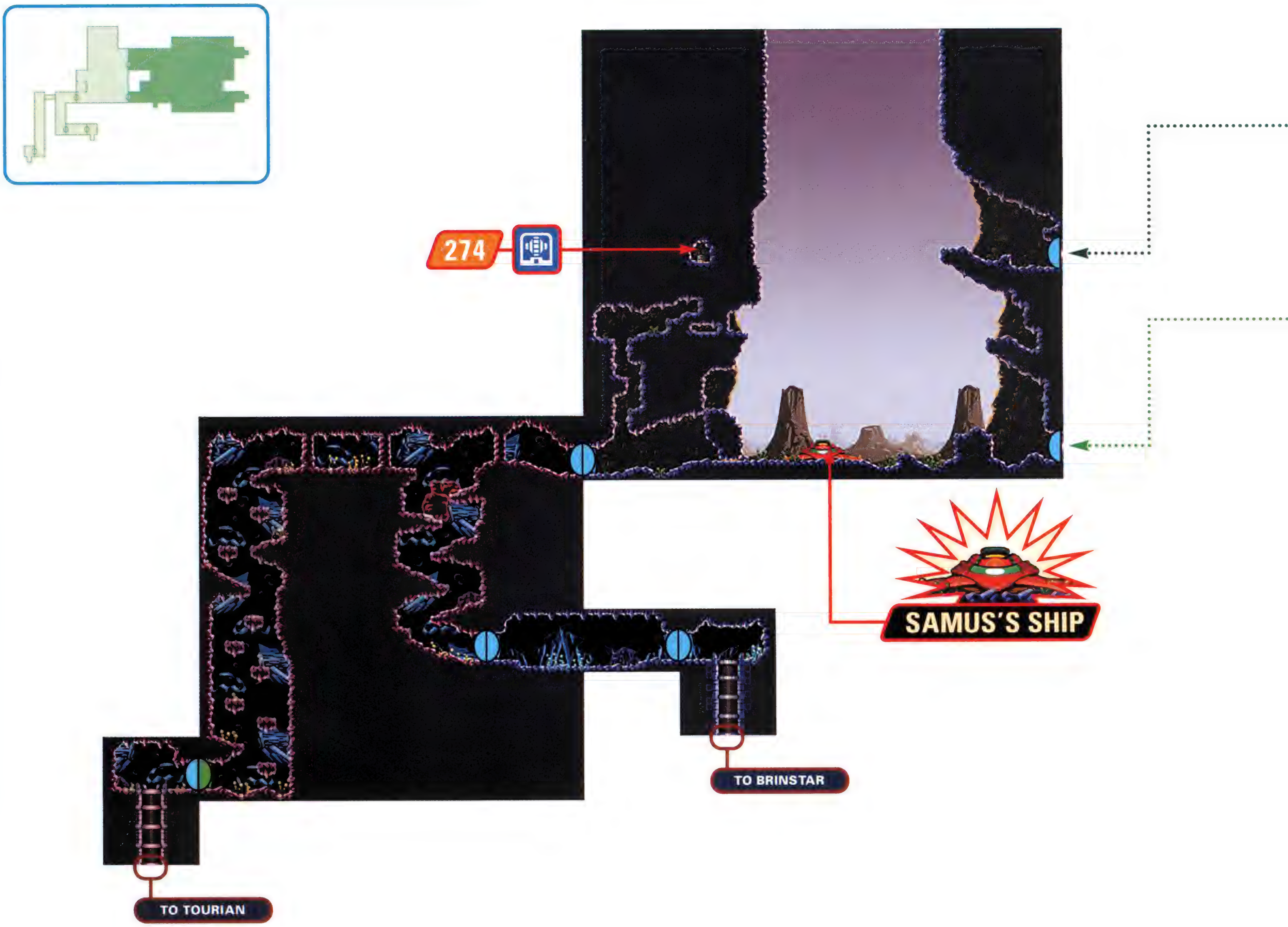
crateria

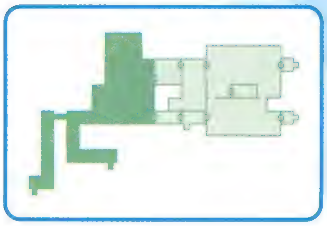
Samus's landing zone connects directly with every region on the planet except Kraid's and Ridley's lairs. You'll find few upgrades and no save rooms or map room while exploring the surface world.

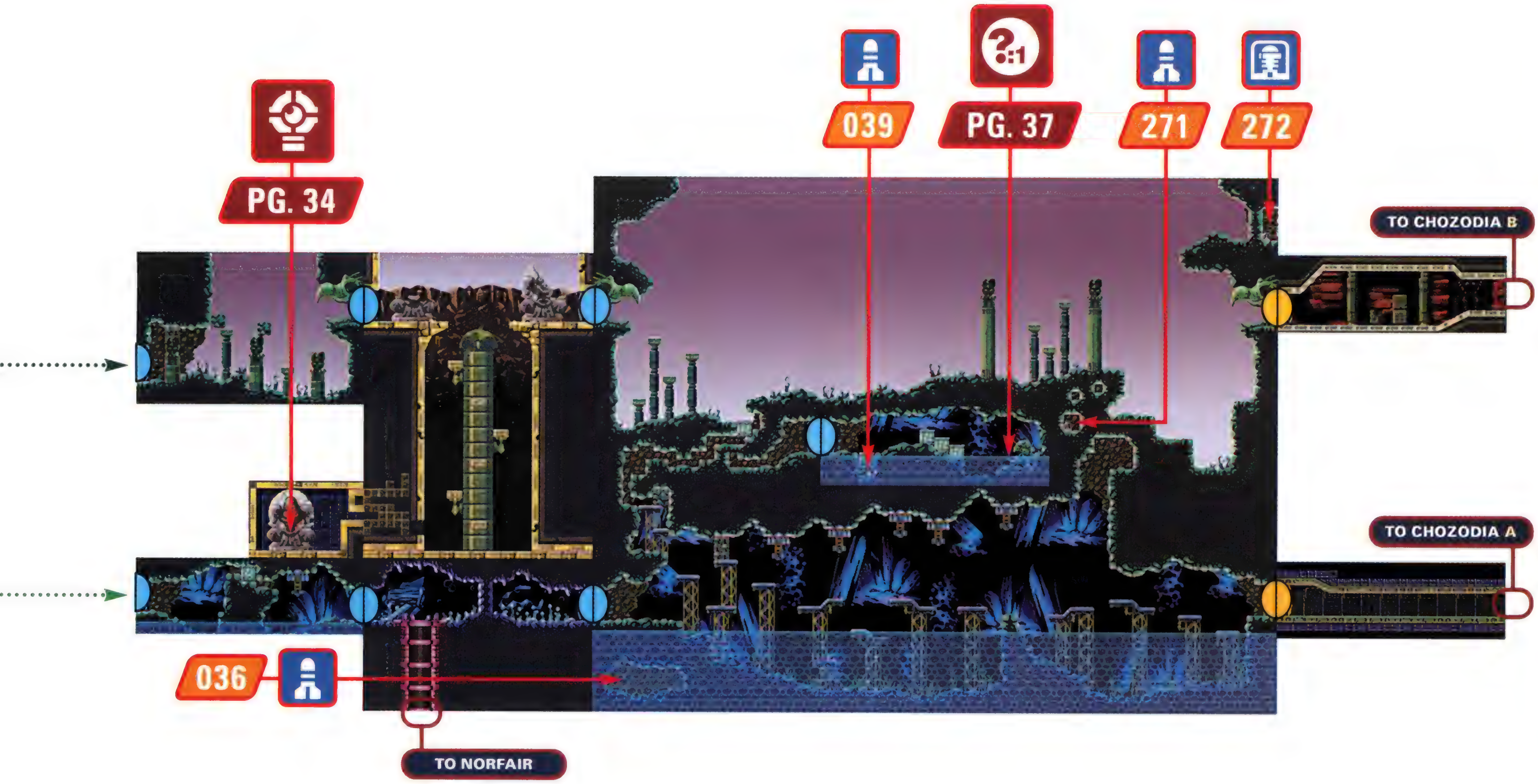

CRATERIA
CHOZODIA
TOURIAN
BRINSTAR
KRAID
NORFAIR
RIDLEY

CRATERIA UPGRADES

6	UNKNOWN ITEM #1
7	POWER GRIP
3	MISSILE TANK
0	ENERGY TANK
1	SUPER MISSILE TANK
1	POWER BOMB TANK


274
SAMUS'S SHIP
TO BRINSTAR
TO TOURIAN




PG. 34
039
PG. 37
271
272
TO CHOZODIA B
TO CHOZODIA A
036
TO NORFAIR

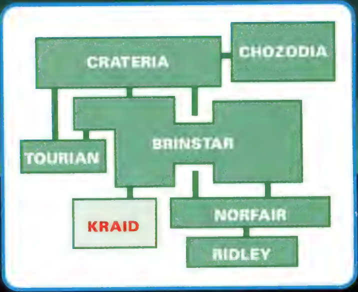
MAP KEY

BLUE HATCH	🔵
GREEN HATCH	🟢
YELLOW HATCH	🟡

MAPS OF ZEBES:

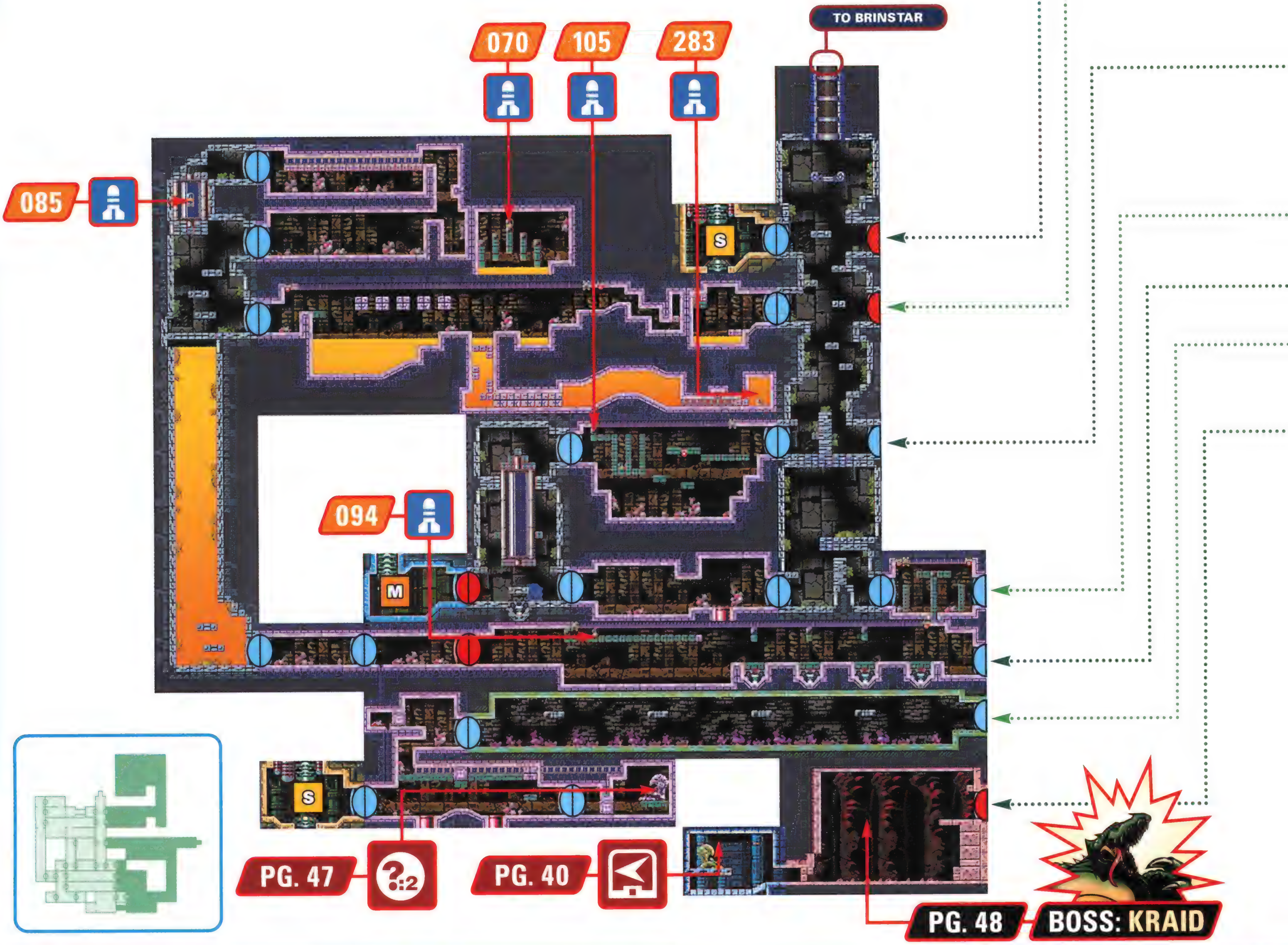
kraid

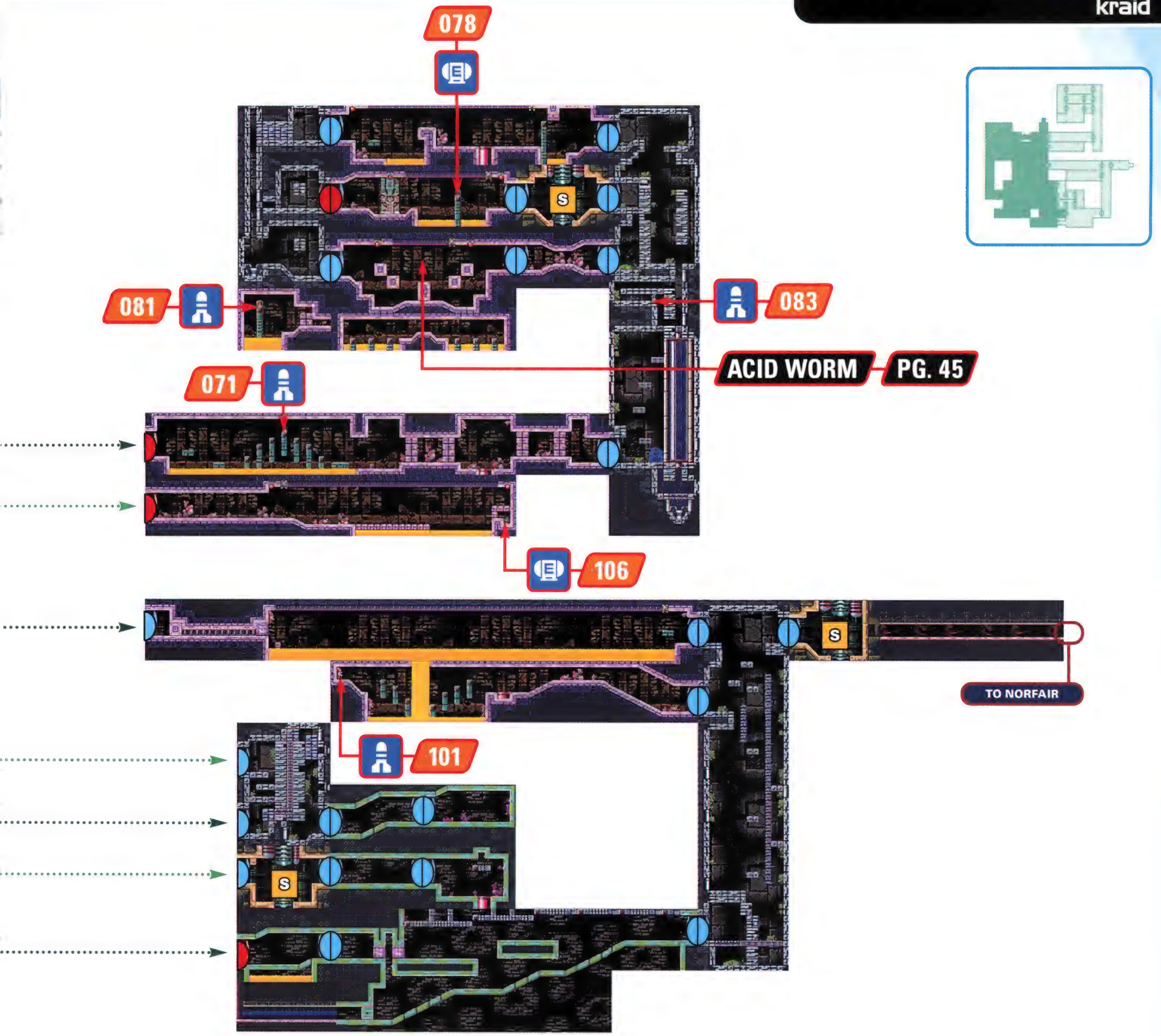
The region directly below the adventure's starting point is home to a large lizard—one of the Mother Brain's trusted guardians. The way to the brain is blocked by Kraid.


CRATERIA
CHOZODIA
TOURIAN
BRINSTAR
KRAID
NORFAIR
RIDLEY

KRAID UPGRADES

9	UNKNOWN ITEM #2
10	SPEED BOOSTER
9	MISSILE TANK
2	ENERGY TANK
0	SUPER MISSILE TANK
0	POWER BOMB TANK


TO BRINSTAR
070
105
283
085
S
094
M
S
PG. 47
PG. 40
PG. 48
BOSS: KRAID


078
081
083
ACID WORM
PG. 45
071
106
101
TO NORFAIR
S

MAP KEY

BLUE HATCH ◐

RED HATCH ●

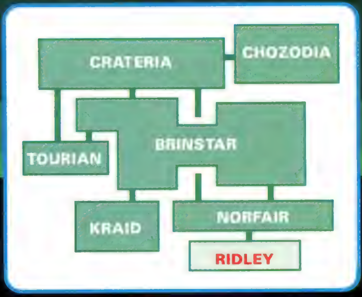
SAVE ROOM S

MAP ROOM M

MAPS OF ZEBES:

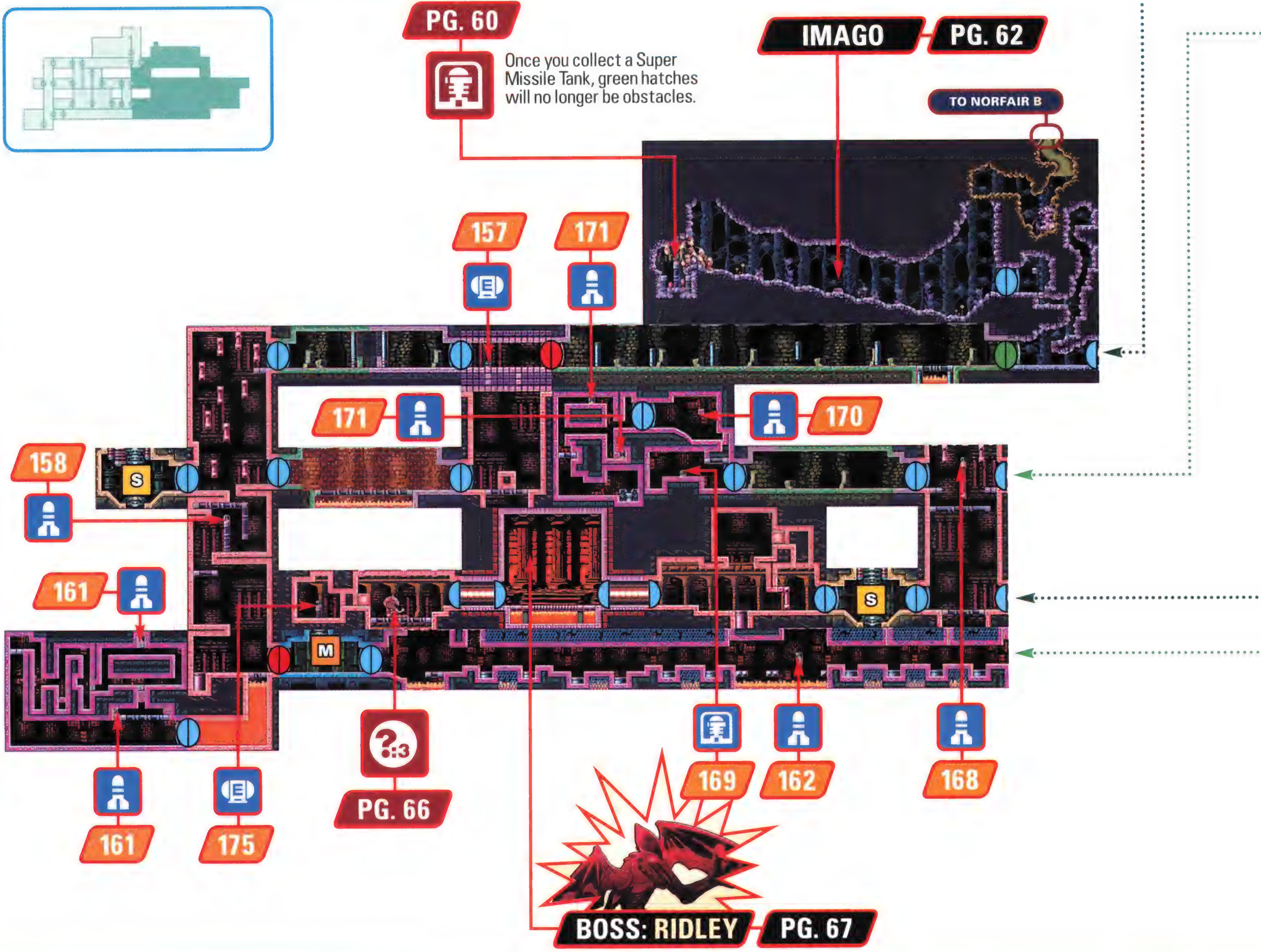
ridley

Answering the Mother Brain's call, Ridley will swoop down to stop you once you've done away with Kraid. Beware—Ridley's lair is loaded with false floors and disappearing walls.

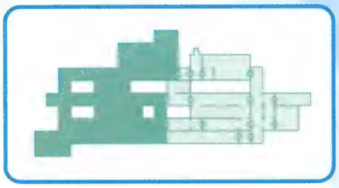

CRATERIA
CHOZODIA
TOURIAN
BRINSTAR
KRAID
NORFAIR
RIDLEY

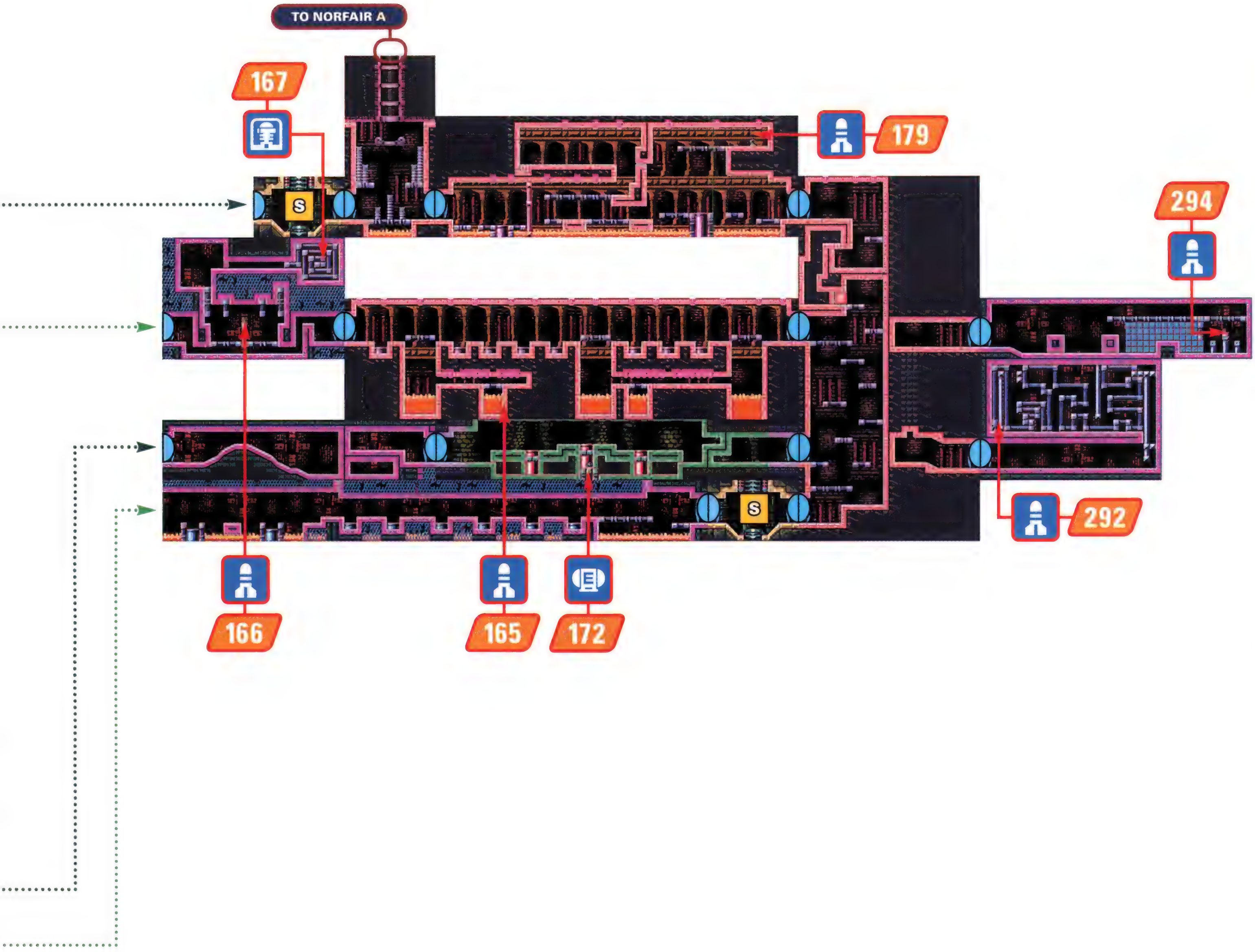
RIDLEY UPGRADES

14	SUPER MISSILE TANK
15	UNKNOWN ITEM #3
13	MISSILE TANK
3	ENERGY TANK
3	SUPER MISSILE TANK
0	POWER BOMB TANK


PG. 60
IMAGO
PG. 62
TO NORFAIR B
157
171
171
170
158
S
161
M
S
161
175
PG. 66
169
162
168
BOSS: RIDLEY
PG. 67

Once you collect a Super Missile Tank, green hatches will no longer be obstacles.




TO NORFAIR A
167
179
294
S
S
166
165
172
292

MAP KEY

BLUE HATCH 🔵

RED HATCH 🔴

GREEN HATCH 🟢

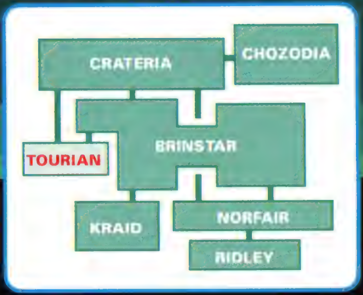
SAVE ROOM S

MAP ROOM M

MAPS OF ZEBES:

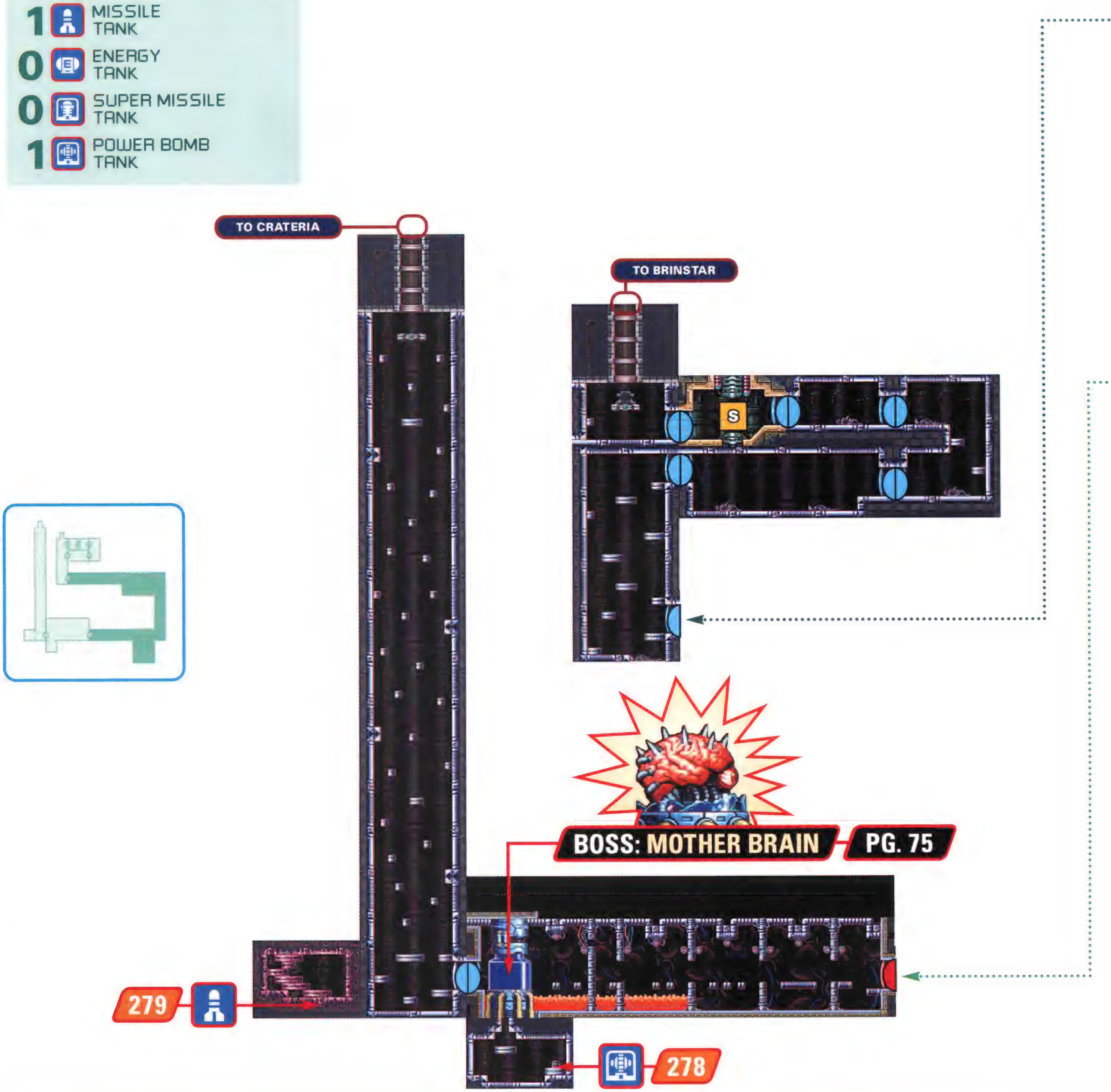
tourian

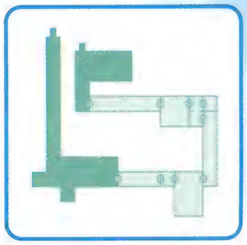
You'll gain access to the Mother Brain's lair, Tourian, only after you do away with Kraid and Ridley. The brain's spawn, Metroids, act as the last line of defense on your way to the sinister cerebrum.

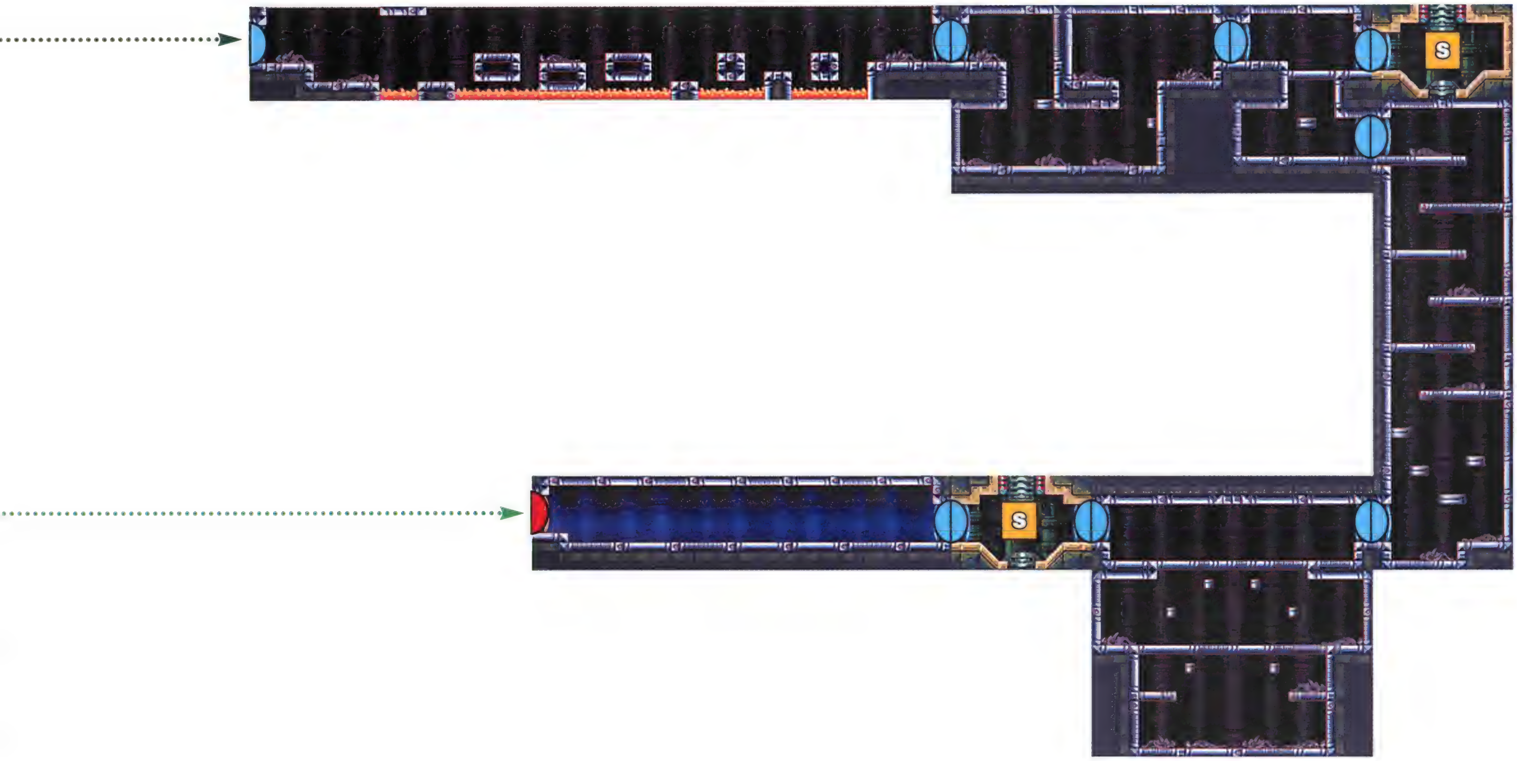

CRATERIA
CHOZODIA
TOURIAN
BRINSTAR
KRAID
NORFAIR
RIDLEY

TOURIAN UPGRADES

1	MISSILE TANK
0	ENERGY TANK
0	SUPER MISSILE TANK
1	POWER BOMB TANK


TO CRATERIA
TO BRINSTAR
S
BOSS: MOTHER BRAIN
PG. 75
279
278





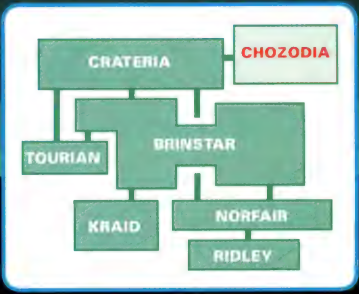
MAP KEY

BLUE HATCH	⦶
RED HATCH	●
SAVE ROOM	S

MAPS OF ZEBES:

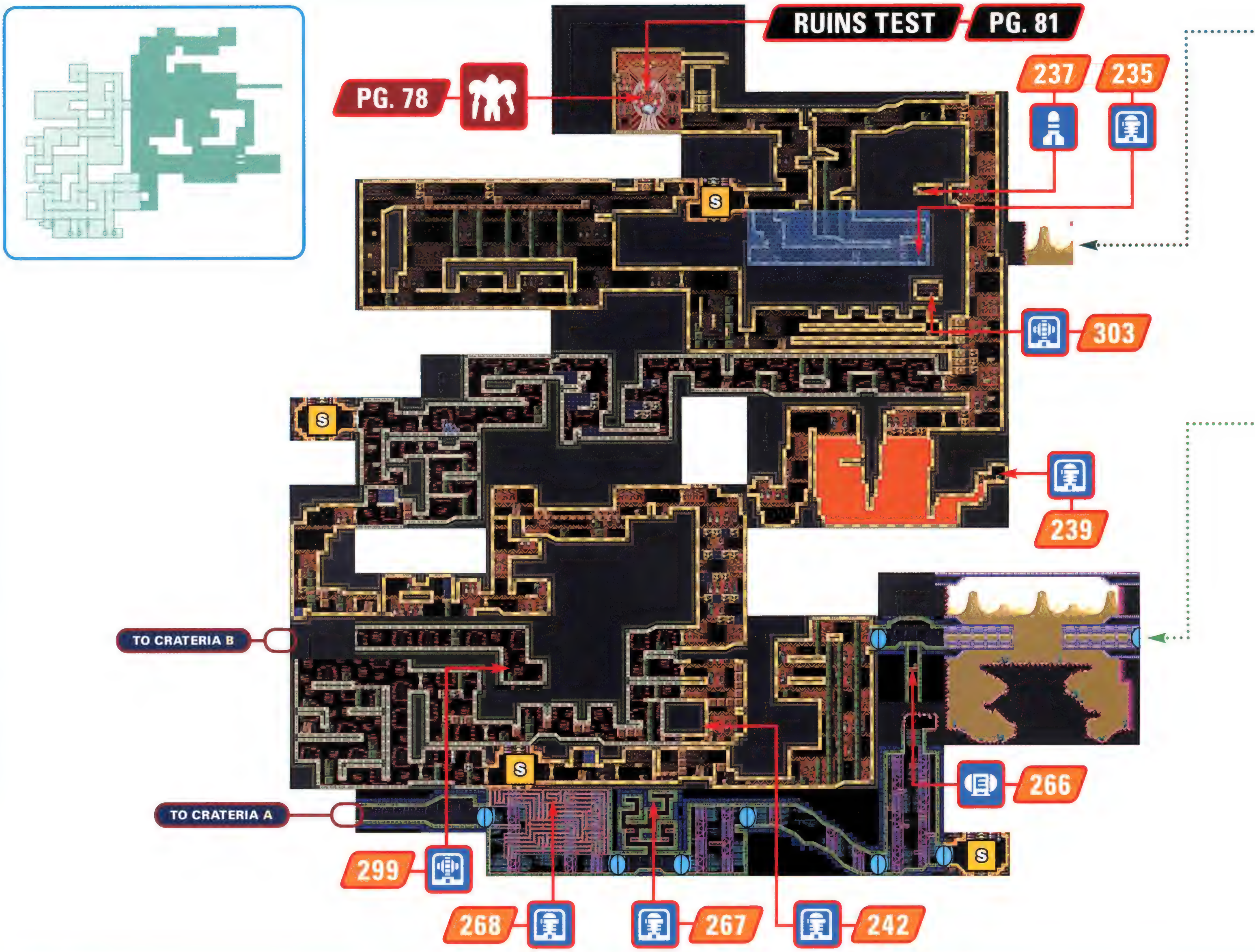
chozodia

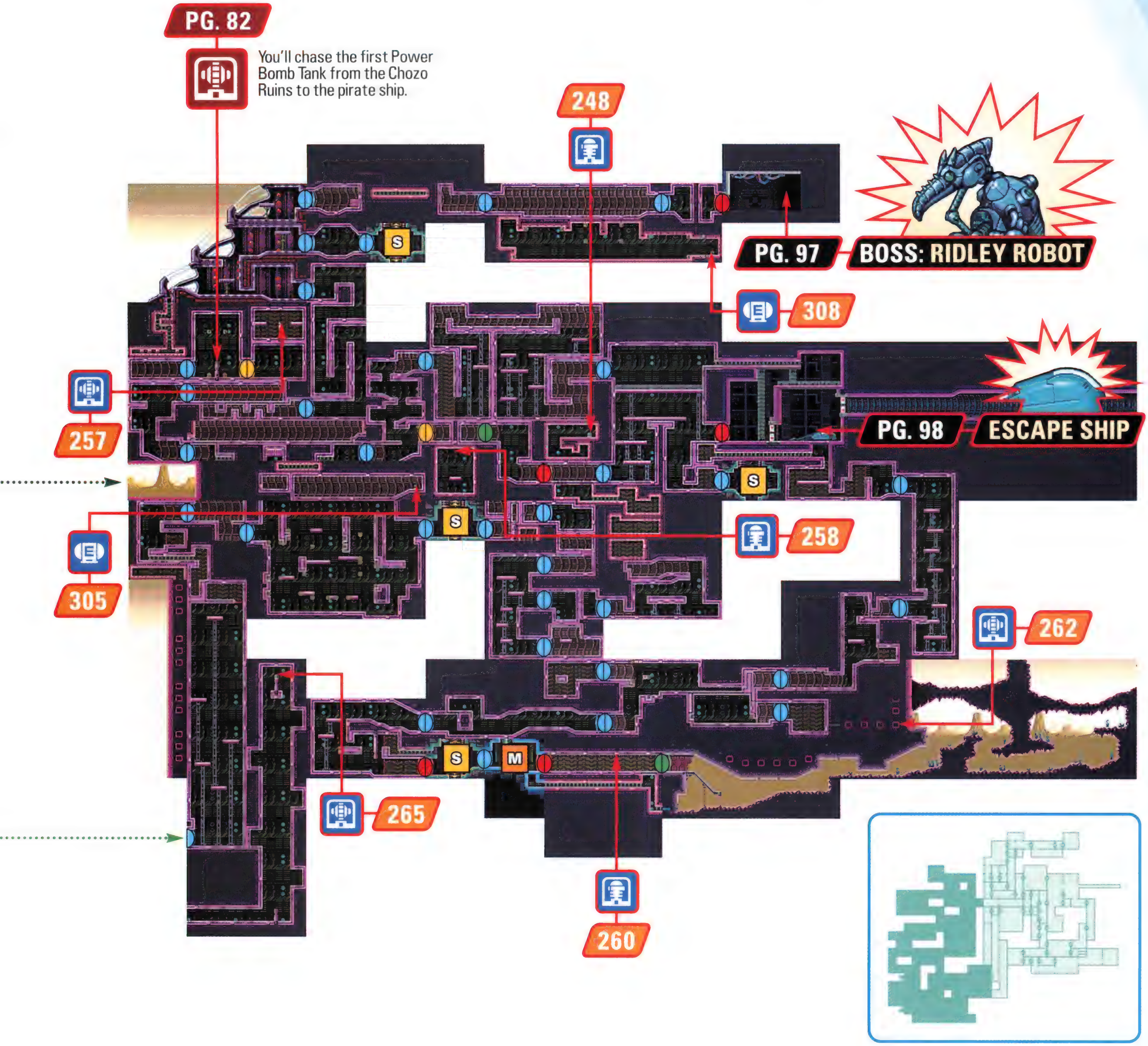
Made up of the Chozo Ruins and the Space Pirate Mother Ship, Chozodia hosts many mysteries and dangers. You'll explore much of the area without the aid of a Power Suit.


CRATERIA
CHOZODIA
BRINSTAR
TOURIAN
KRAID
NORFAIR
RIDLEY

CHOZODIA UPGRADES

17	FULLY POWERED SUIT
18	POWER BOMB
1	MISSILE TANK
3	ENERGY TANK
8	SUPER MISSILE TANK
6	POWER BOMB TANK


RUINS TEST
PG. 81
PG. 78
237
235
S
303
239
TO CRATERIA B
TO CRATERIA A
266
299
268
267
242


PG. 82
248
BOSS: RIDLEY ROBOT
PG. 97
308
257
PG. 98
ESCAPE SHIP
258
305
262
265
260

You'll chase the first Power Bomb Tank from the Chozo Ruins to the pirate ship.

MAP KEY

- BLUE HATCH ◐
- RED HATCH ◐
- GREEN HATCH ◐
- YELLOW HATCH ◐
- SAVE ROOM S
- MAP ROOM M

MAPS OF ZEBES:

exploration advice

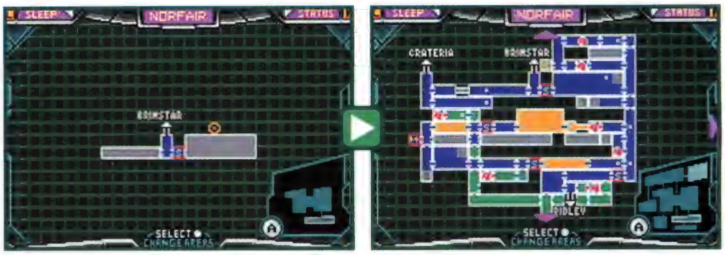
The key to breaking ground in Metroid: Zero Mission is in obtaining upgrades and using them to explore existing paths or create new ones. The more familiar you are with your tools, the more you'll be able to find new uses for them.

discovering zebes

As you make your way to the Mother Brain and beyond, the map for each region will become more complete. Most regions contain a map room, where you can download a layout of the area's known shafts and corridors. Places that you have explored and that appear on the official map are shaded blue on the map screen. Secret areas that you've uncovered are shaded green. Sections that are overtaken by extreme heat show orange on the map screen. You'll need the Varia Suit to explore those areas without taking damage.

🟦 **MAPPED AREA** 🟧 **EXTREME HEAT**

🟩 **UNMAPPED AREA** ⬜ **OR** ⬛ **UNEXPLORED**



The displayed map grows as you explore and download data in map rooms. The map shows Chozo Statues, destinations that Chozo Statues have pointed out to you, save rooms and map rooms. Tanks you've collected appear as dots. Known tanks that you have not collected appear as open circles.

open routes with upgrades

There are two ways to open new passages: unlock hatches and break through blocks. Most destructible blocks are disguised as standard unbreakable blocks until you use your beam or a bomb blast to uncover their true nature. Once uncovered, a destructible block will show the symbol of the item that you must use to destroy it.

WEAK BLOCKS

You can usually destroy cracked blocks by hitting them with beam shots or bomb blasts. Some weak blocks appear as normal blocks. Rarely, you'll find that you can walk or fall through normal-looking blocks.

BREAKAWAY BLOCKS

Some blocks crumble under your weight, giving you only a moment to get away before you fall. Breakaway blocks crumble at varying speeds. Once you've exposed a breakaway block by stepping on it, it'll stay exposed until you leave the area.

BOMB BLOCKS

Blocks that have a red center will fall apart when they're hit by a bomb blast.

POWER BOMB BLOCKS

You can destroy Bomb Blocks and Power Bomb Blocks with power blasts.

MISSILE BLOCKS

The missile symbol marks blocks that you can break with rockets.

SUPER MISSILE BLOCKS

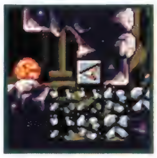
Use a Super Missile to break apart blocks that bare the green missile symbol.

SCREW ATTACK BLOCKS

The power of your blazing somersault attack breaks Screw Attack Blocks.

SPEED BOOSTER BLOCKS

Speed Booster Blocks break on contact with a dashing adventurer. You'll build your Speed Booster's charge by running for the width of a few screens. While charged, you can fly through blocks in the floor, walls or ceiling. If you kneel to stop (press Down), you can sustain the charge for a few seconds. When you're ready to take off again (in standing or Morph Ball form), tap the A Button, then hold the Control Pad Left, Right, Up or diagonally.



PLOT A PATH

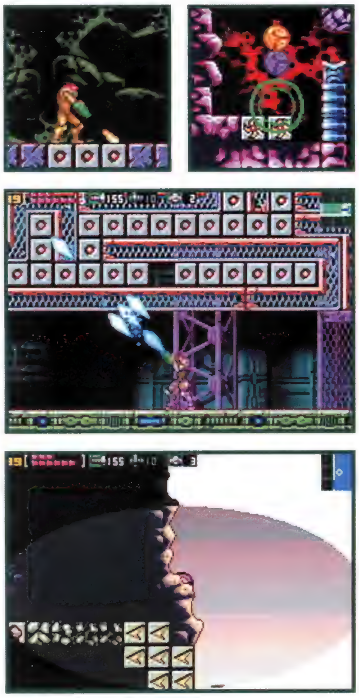
While exploring, you'll uncover Speed Booster blocks by detonating bombs. Every Speed Booster Block on the planet can be broken by a boosted run or launch. The challenge is in finding a place to charge the boost and a way to rocket to the goal.

CLEAR THE WAY

You can start running in one room, open a hatch and keep running in the next room, all the while building your charge. Look for long, unobstructed stretches, or paths that you can clear with your beam and bombs, and practice building your booster.

SEARCH FOR SLOPES

When you rocket into a slope (upright or in ball form), you'll convert back to a ground-bound dash, at which time you can press Down to stop and sustain your charge for a few seconds. Some booster puzzles require that you start and stop several times.

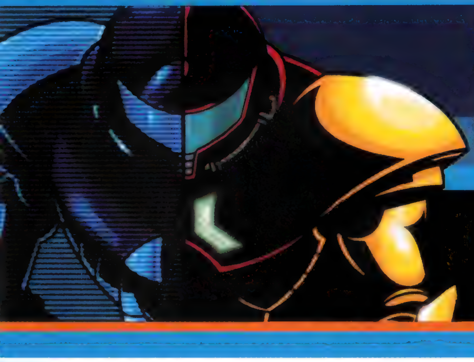


Beams and bomb blasts expose most destructible blocks. You can expose several blocks at a time by firing into an obstacle with the Wave Beam or by setting off a Power Bomb. Knowing the shape and size of a destructible area will help you formulate a strategy for breaking through the blocks, especially in the case of Speed Booster Blocks.

METROID: ZERO MISSION

100% adventure

Your Metroid-exterminating mission will have as many twists and turns as there are shafts and corridors under the planet Zebes. By following our walk-through, you'll uncover every secret below and above the planet's surface. And after a few runs, you'll be ready to attempt a 100% item-collection completion in less than two hours—one of the game's most difficult and rewarding challenges.

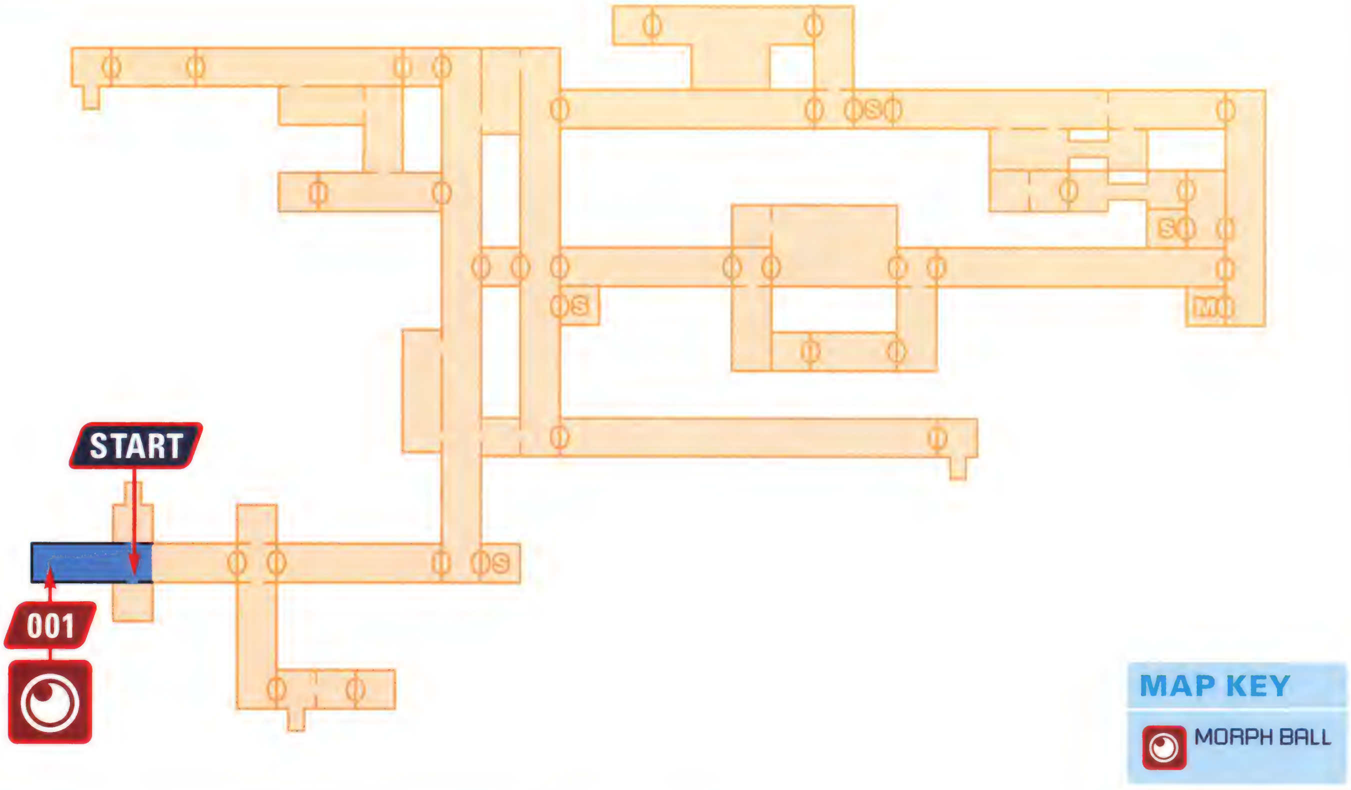


MISCELLANEOUS UPGRADE:

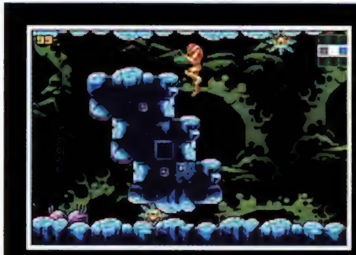
morph ball

Samus Aran is no stranger to tight spaces. When not wearing the Power Suit, you can squeeze through narrow tunnels and shafts. But under the surface of Zebes, with all of your protective gear in place, you'll need the Morph Ball upgrade to fit into the cozy confines of the planet's passages.

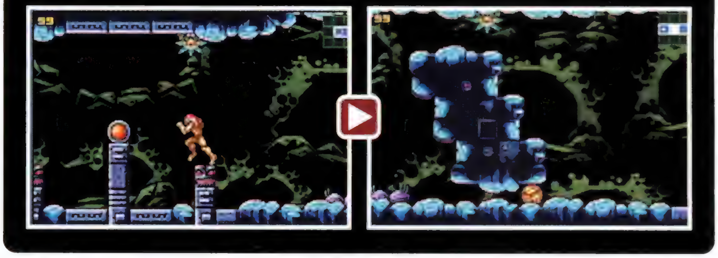
brinstar



001 morph ball



You won't get far if you go to the right from the start. Run left, climb over the large rock formation and leap to the round upgrade on the tall pedestal. Once you've refitted your suit, you'll be able to roll through small openings: take on the shape of a ball by pressing Down twice on the Control Pad.

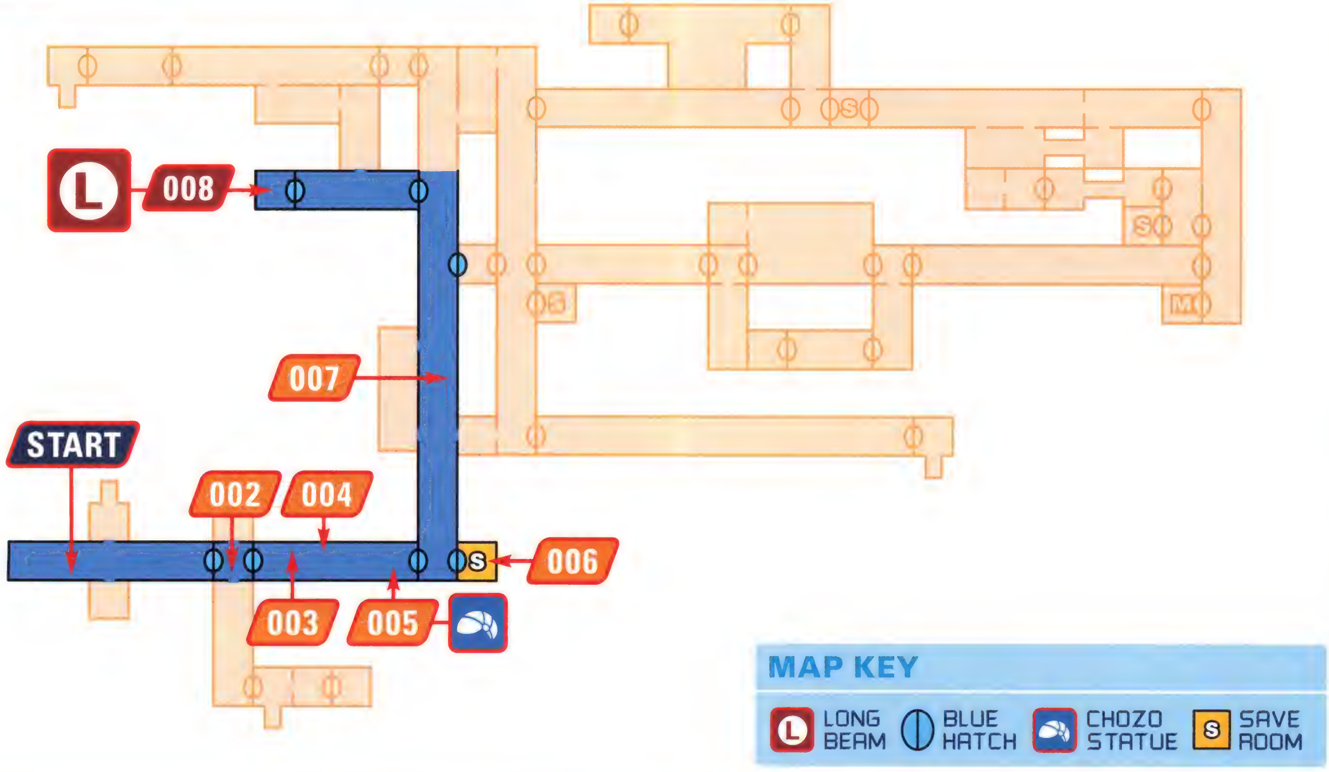


BEAM UPGRADE:

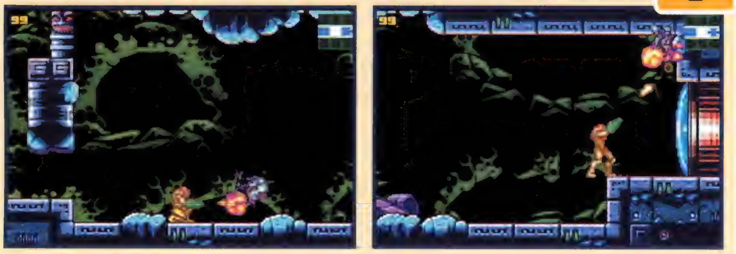
long beam

The standard-issue beam weapon built into Samus's Arm Cannon has helped the bounty hunter out of many a jam. Since the gun's short range requires close contact with vile beasts that aim to rip through your armor, the Long Beam upgrade is a welcome, potentially lifesaving addition.

brinstar

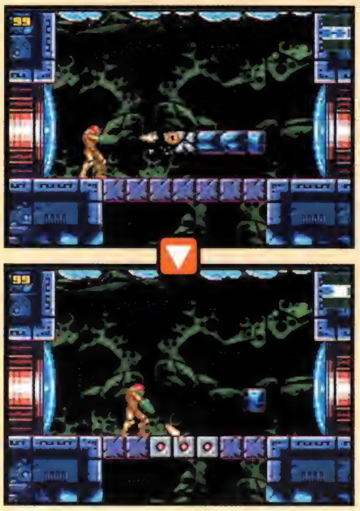


FIRE FREELY IN EIGHT DIRECTIONS



The acrobatic and well-equipped adventurer must be prepared to fight at any moment. You can fire your weapon while standing, running, kneeling and (after you collect the Power Grip) hanging from ledges. Use the Control Pad to aim left, right, up, down (while in midair) and diagonally. You can angle your aim by holding the L Button and tapping Up or Down on the Control Pad.

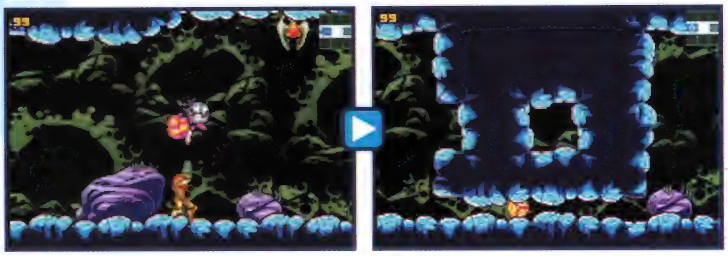
002 UNCOVER ENVIRONMENTAL SECRETS



You can blast some blocks out of the way with your beam, revealing passages to new areas. Some blocks also buckle under your weight when you stand on them. After a block is gone, it may remain out of the picture as long as you are in the area, or it may re-form over time.

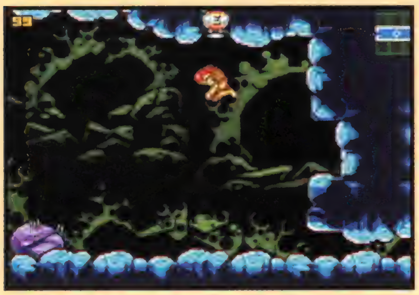
If your beam can't destroy a block but the block is bombable, a beam shot will reveal the block's weakness. As you collect more weapons, you'll gain the power to bust through more obstacles.

003 RUN THEN ROLL



Batlike beasts hang from the ceiling and drop as you pass them. Run past the enemies or blast them from below when they're within range. As you approach the rock formation, shrink into Morph Ball form then roll through the narrow passage.

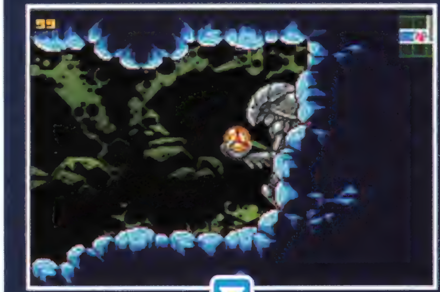
004 TOO EARLY FOR EXTRA ENERGY



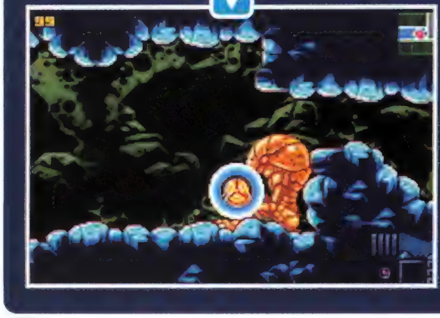
On the map screen, you'll notice a circle-shaped mark in the first horizontal passage—it indicates the location of an unclaimed item. It's an Energy Tank in the ceiling. On your first run through the area, you won't be equipped to collect the tank, but take note of its location for later.

005 chozo statue

The ancient Chozo civilization left clues and item upgrades for the worthy warrior. You'll find help in the planet's Chozo Statues.

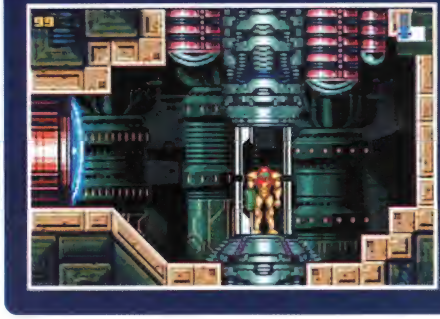


When you reach a standing Chozo Statue, you'll notice that its hands are glowing with energy. Jump into the light and form a Morph Ball. The statue will reveal the location of the next major Power Suit Upgrade—the Long Beam—on your map screen.



After you've examined the map and pressed the A Button to return to the action, the statue will sit down, revealing a passage behind it, and it will refill your energy reserve. Once you have expendable weapons, Chozo Statues will also replenish your weapon supply.

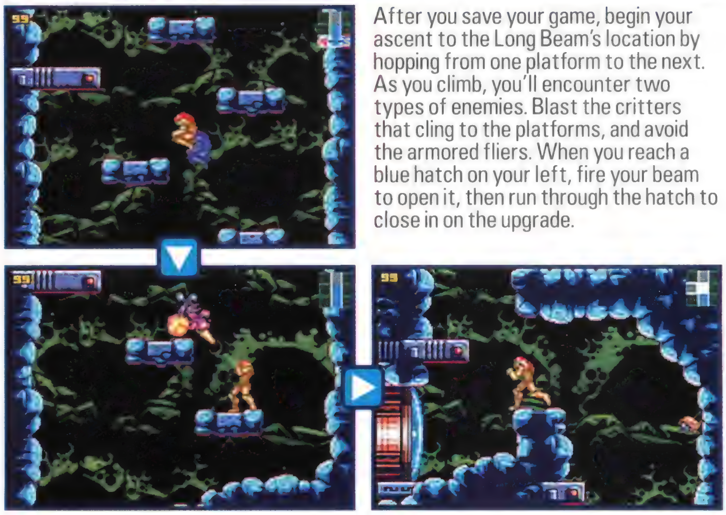
006 save room



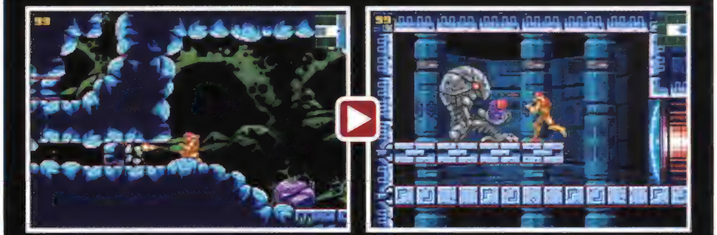
At the end of the long passage, you'll find the first of several save rooms. Those below the planet's surface don't replenish energy or weapon supplies. If you are in need of a refill, seek out a Chozo Statue.

007 VERTICAL PROGRESS

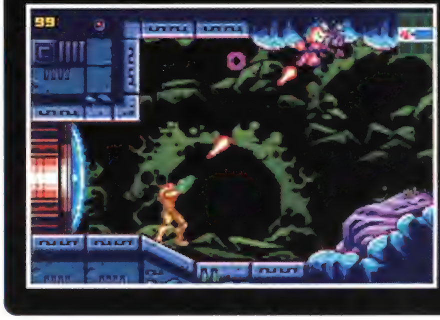
After you save your game, begin your ascent to the Long Beam's location by hopping from one platform to the next. As you climb, you'll encounter two types of enemies. Blast the critters that cling to the platforms, and avoid the armored fliers. When you reach a blue hatch on your left, fire your beam to open it, then run through the hatch to close in on the upgrade.



008 long beam



Crouch and fire to clear the narrow passage, then morph and roll. Blast the beasts that drop from the ceiling and make your way to a sitting Chozo. Fire at the item in the statue's hands to reveal the Long Beam.

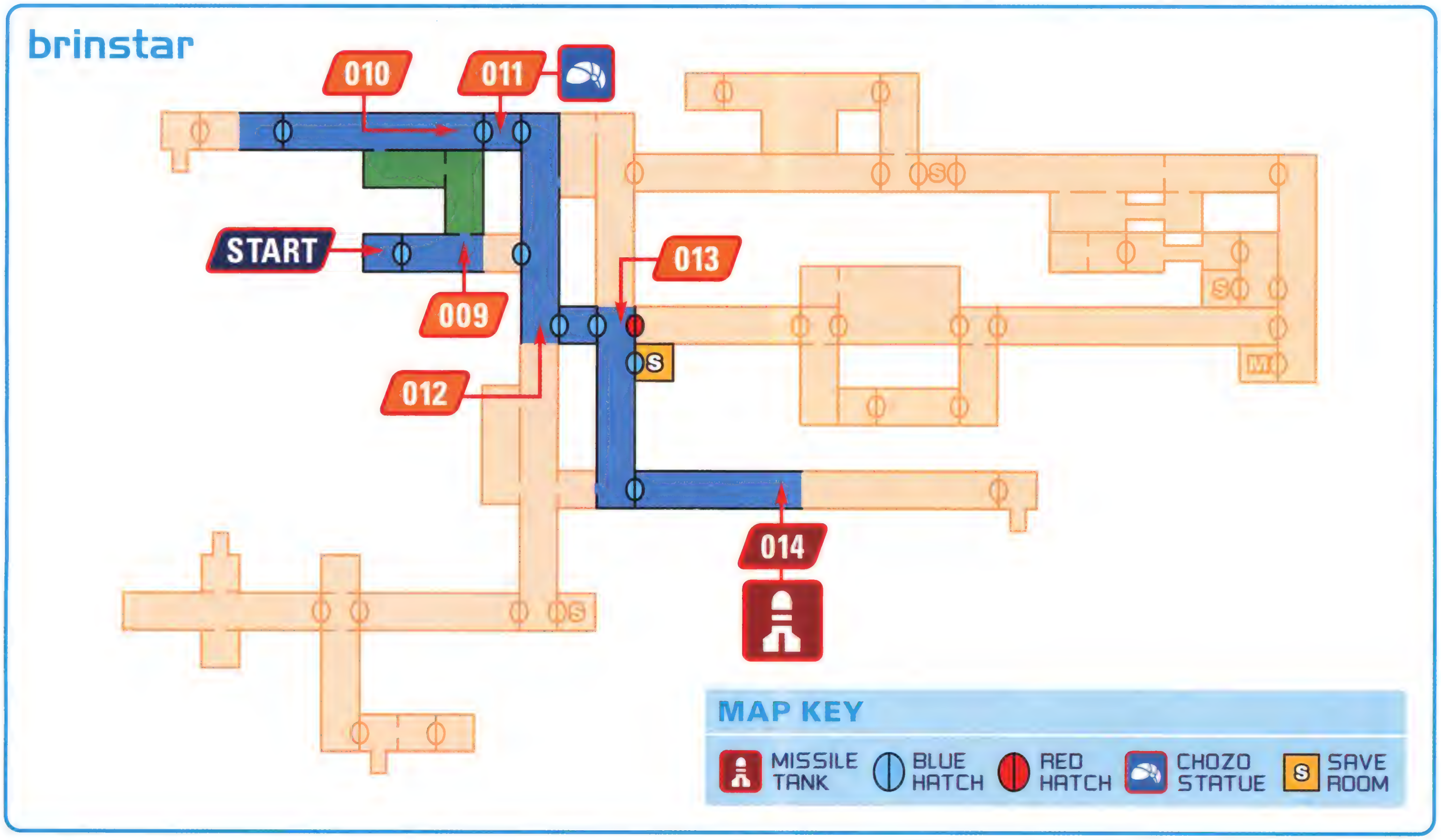


Once your Power Suit is equipped with the Long Beam, you'll be able to fire as far as you can see. On your way out of the area, press Up and Right on the Control Pad or press the L Button to aim diagonally upward. Hit the hanging creatures before they attack.

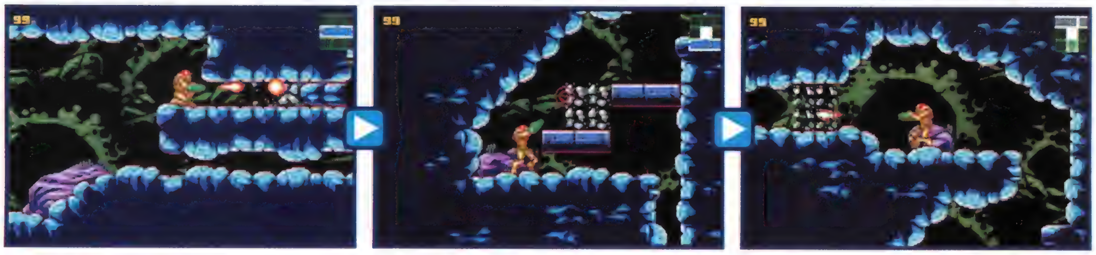
MISSILE UPGRADE:

missile tank

Missiles provide advanced firepower for your battles against strong creatures and allow you to unlock red hatches. Every Missile Tank gives your Power Suit the capacity to carry more missiles. You'll find the first available tank during your search for the Normal Bomb upgrade.


brinstar
010
011
START
009
013
012
S
S
S
S
M
014
MAP KEY
MISSILE TANK
BLUE HATCH
RED HATCH
CHOZO STATUE
SAVE ROOM

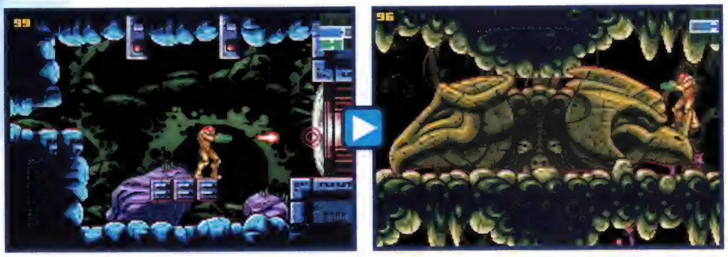
009 TAKE THE HIGH ROAD INTO THE UNKNOWN



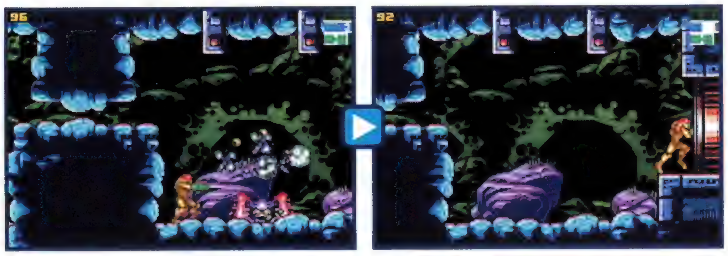
Unable to leave the way that you came, you must use the Long Beam to blaze a new path by clearing away blocks that occupy a narrow passage in the rock. After you roll through the passage, jump up and climb to the area's highest reaches. You'll see that your surroundings are shaded green on the map, indicating that the path is unknown to the Zebesian mapmakers.

CLICK...
CLICK...
200

010 HATCH AN ESCAPE PLAN

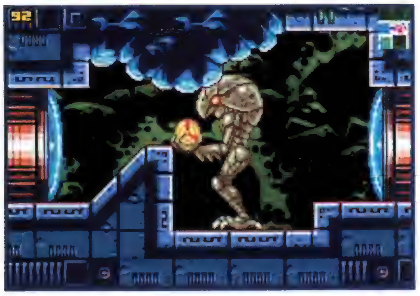


If you run to the right after you reach Norfair's upper-left region, you'll find a hatch that will not open, no matter how long you blast it. Run to the left to discover the two-headed statue that blocks the way to Tourian, then return to the hatch.

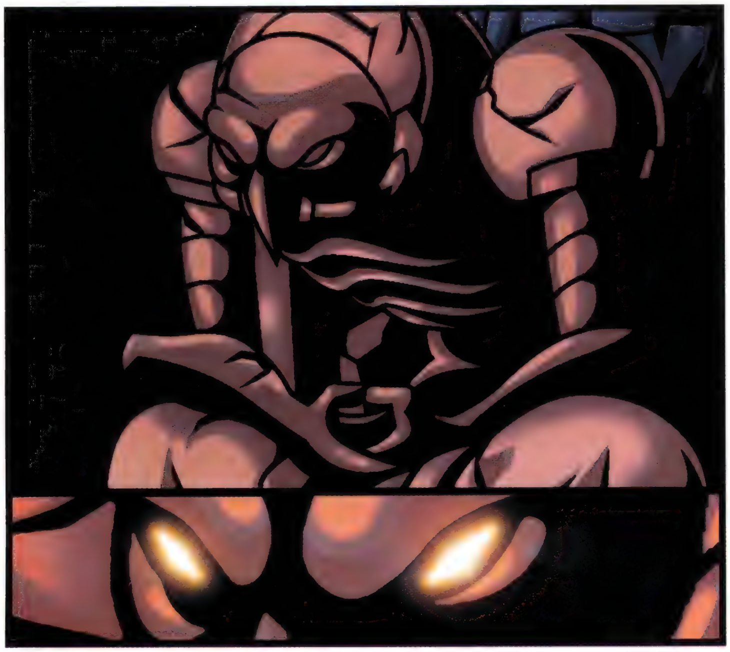


A spiderlike creature will drop from the ceiling, causing major damage on contact. Fire at the enemy using rapidly repeated beam blasts. After your victory the hatch will flash, indicating that you can shoot it open.

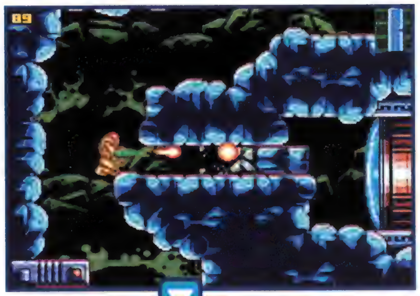
011 CHOZO REVELATION



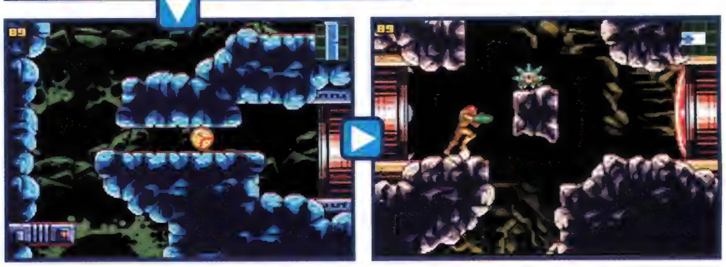
By rolling into the arms of a Chozo Statue, you'll learn the location of the next major Power Suit upgrade. It's on the right side of Brinstar, in a region that extends beyond the bounds of your map. As you explore the area, you'll uncover a passage to the new area.



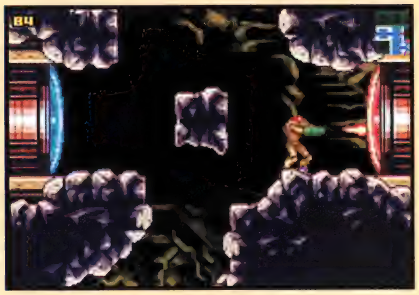
012 BLAST A BLUE HATCH



Drop to the middle of the vertical passage and use your beam to clear a passage that leads to a blue hatch. Bust open the hatch with another blast, then step into the middle of Brinstar.

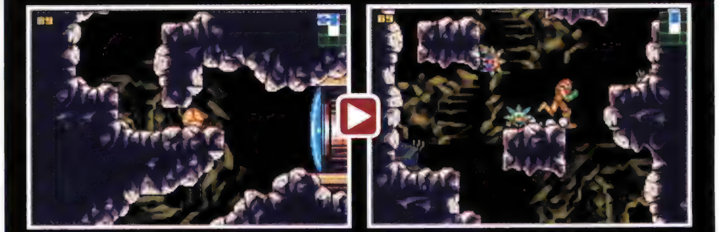


013 STOP AT THE RED HATCH

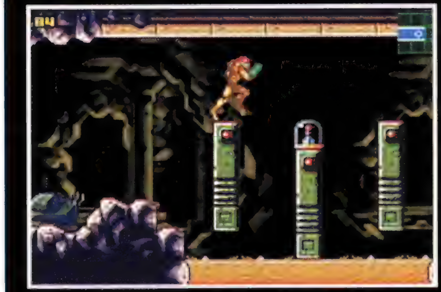


You won't be able to open red hatches until you are equipped with missiles. You'll see one of the crimson portals before you have the capacity to unlock it. Fall into the shaft between the red and blue hatches to continue your quest for more firepower.

014 missile tank



After you drop then roll through a tight opening, you'll find a blue hatch that leads to a save room. Record your progress, then proceed to the bottom of the shaft.



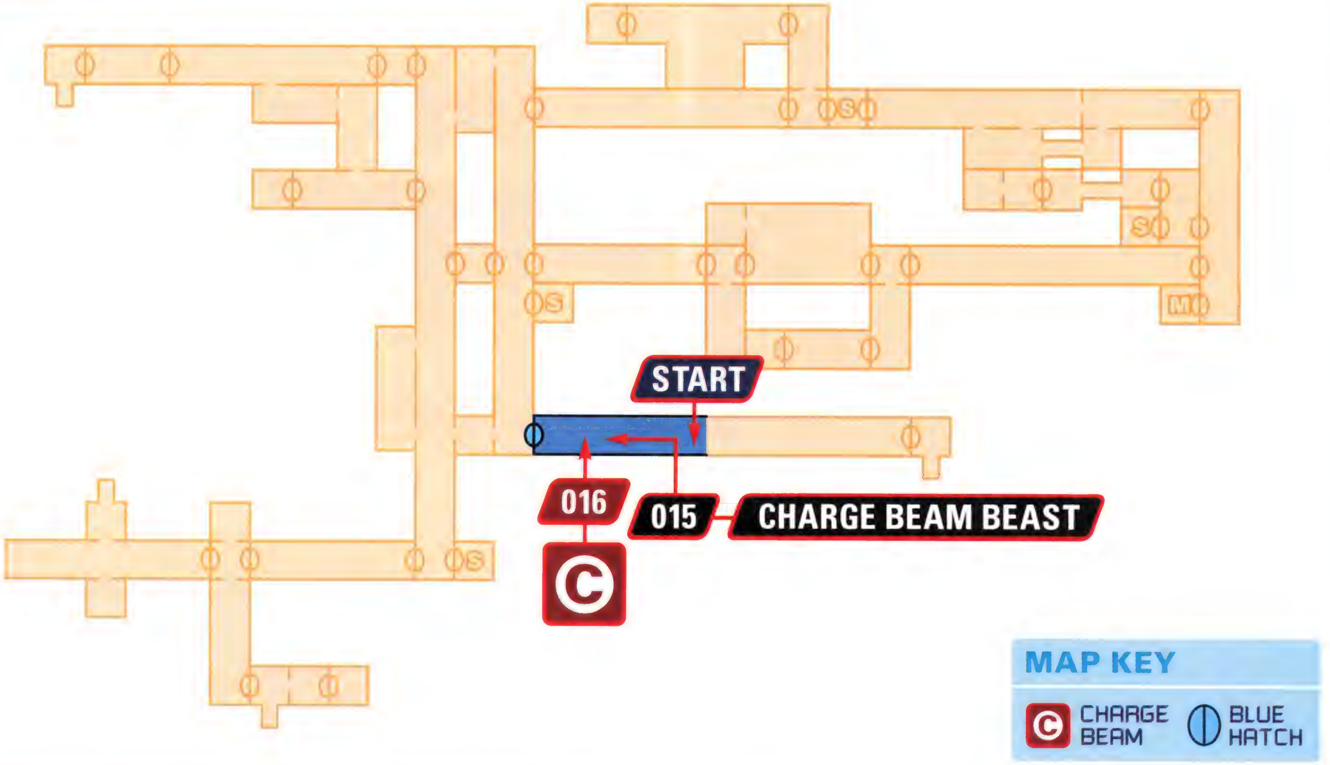
Open a blue hatch and run to the right through a tunnel that is marked by ancient ruins and damaging lava pools. If you're low on energy, blast the creatures that pop out of the lava and collect the energizing items they leave behind. Continue to the right until you reach the Missile Tank.

BEAM UPGRADE:

charge beam

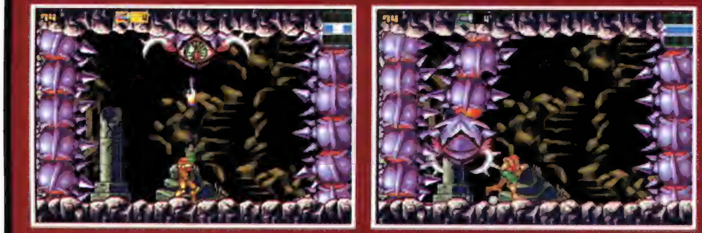
A burrowing beast holds the key to more beam power. By beating the big bug, you'll liberate the Charge Beam upgrade, an Arm Cannon addition that allows you to juice up your blaster before you release a shot. If you don't beat the beast the first time, you'll have other insect encounters later.

brinstar



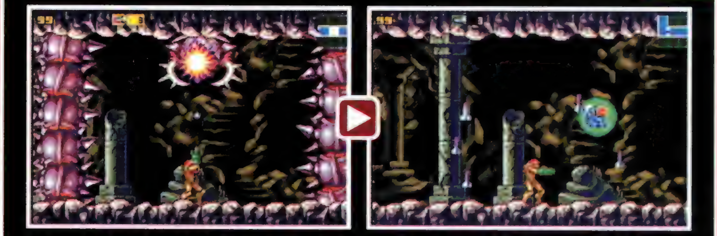
015 charge beam beast

The ground will shake when the creature that holds the Charge Beam upgrade is near. As you return from your Missile Tank acquisition, the bug will attack.

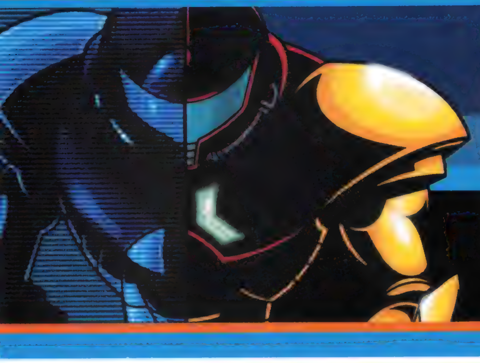


When the creature's eye is open, hit it with a missile then brace yourself for a lunging attack. When the bug's side sections produce thorns, blast them to reveal energy and missiles.

016 charge beam



If you hit the insect's eye three times with missile blasts, you'll defeat the beast and reveal the Charge Beam. If the creature gets away, you'll have to wait for another encounter before you can collect the upgrade.

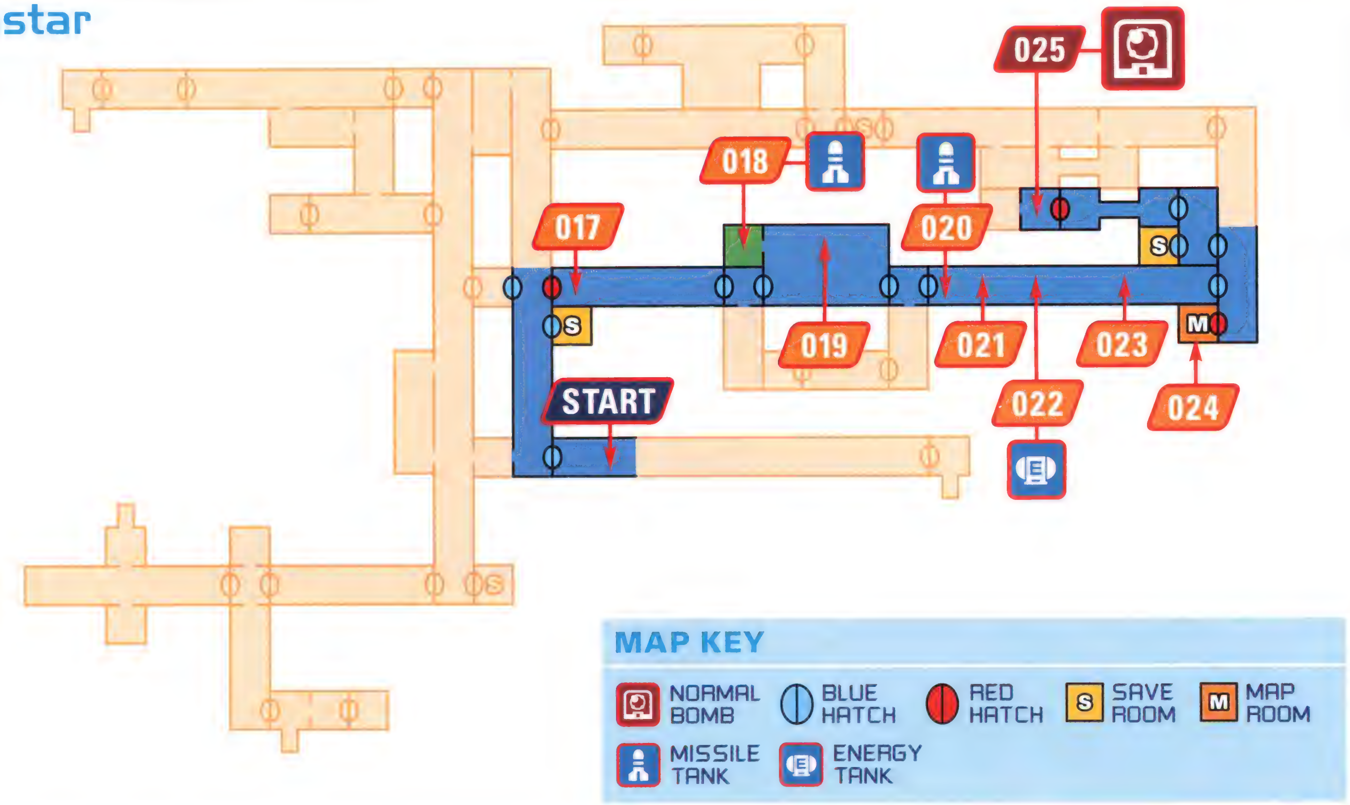


BOMB UPGRADE:

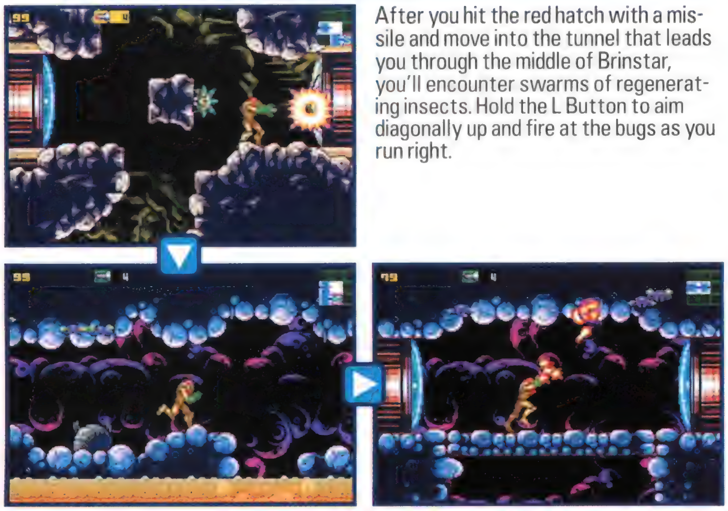
normal bomb

The bomb is one of the Power Suit's signature weapons. The never-depleting Normal Bomb upgrade allows you to blast through obstacles and propel the balled-up bounty hunter into narrow vertical openings—a function that will be invaluable until you earn the Hi-Jump upgrade.

brinstar

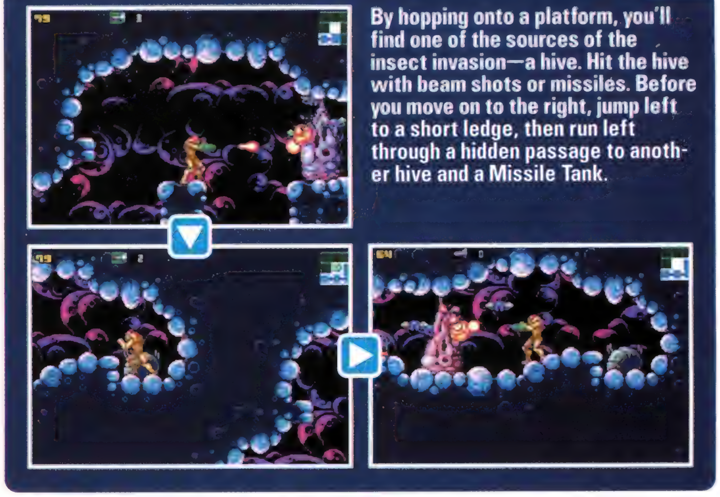

025
018
020
017
S
S
M
019
021
023
022
024
START
S
S
MAP KEY
NORMAL BOMB
BLUE HATCH
RED HATCH
S SAVE ROOM
M MAP ROOM
MISSILE TANK
ENERGY TANK

017 INSECT ALERT



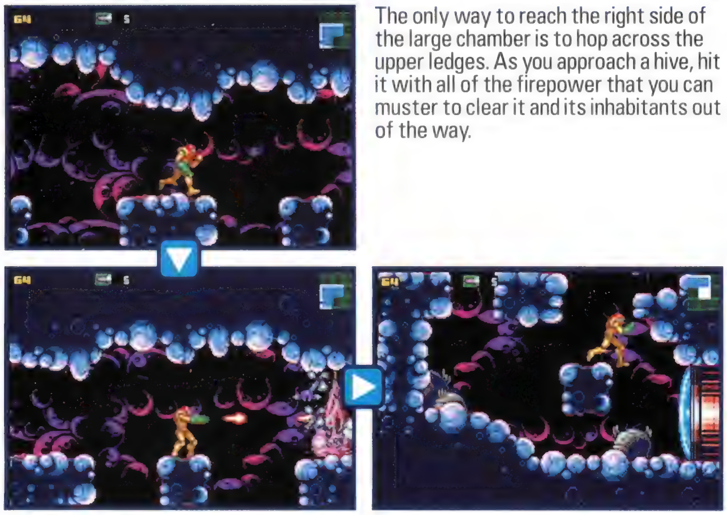
After you hit the red hatch with a missile and move into the tunnel that leads you through the middle of Brinstar, you'll encounter swarms of regenerating insects. Hold the L Button to aim diagonally up and fire at the bugs as you run right.

018 missile tank



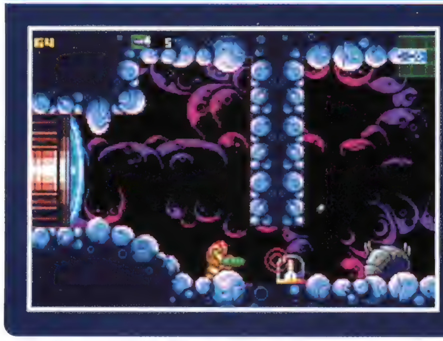
By hopping onto a platform, you'll find one of the sources of the insect invasion—a hive. Hit the hive with beam shots or missiles. Before you move on to the right, jump left to a short ledge, then run left through a hidden passage to another hive and a Missile Tank.

019 HIVES ALIVE



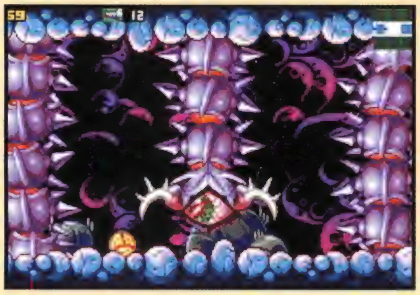
The only way to reach the right side of the large chamber is to hop across the upper ledges. As you approach a hive, hit it with all of the firepower that you can muster to clear it and its inhabitants out of the way.

020 missile tank



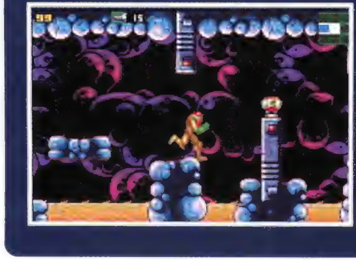
A wall of breakable blocks acts as an easy-to-crumble barrier in the middle of the passage. By destroying the blocks at the base of the wall, you'll reveal another Missile Tank.

021 RETURN OF THE CHARGE BEAM BEAST



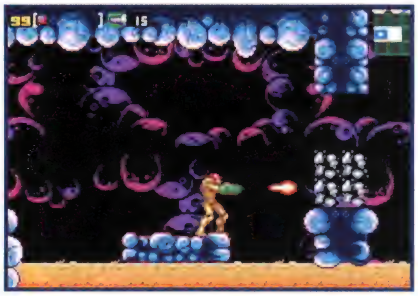
If you haven't defeated the burrowing creature that holds the Charge Beam, you'll get a second chance on your way to the Normal Bomb upgrade. Hit the creature's open eye three times with missiles to vanquish it.

022 energy tank



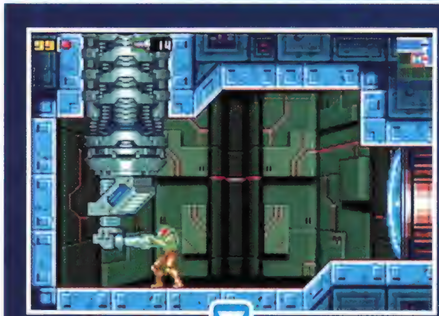
As you move right, you'll collect an Energy Tank. Every tank gives you the capacity to hold 100 more energy units. There are 12 Energy Tanks in all.

023 BLAST BEFORE YOU LEAP

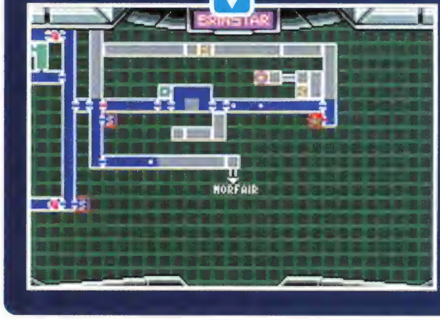


You'll find more block walls as you amble on to the right. Hit the blocks with beam blasts to clear them away before you leap across the lava. With the walls gone, you'll have a passage and platforms to get you to Brinstar's far right side.

024 map room

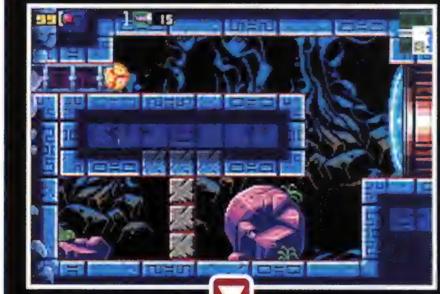


After you reach the shaft, drop to the bottom and use a missile to open the red hatch that leads to Brinstar's map room. When you interface with the map-room device, you'll download all known map data for the region.

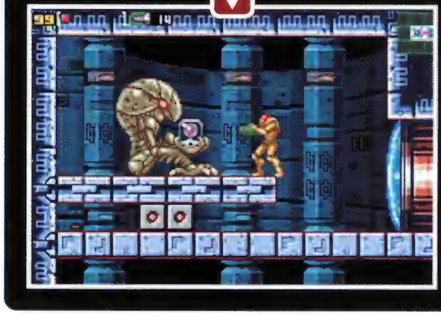


Your map screen shows the known areas that you have explored in blue, the known areas that you have not explored in gray and the hidden areas that you have explored in green. As you find more hidden passages, they will be revealed on the map.

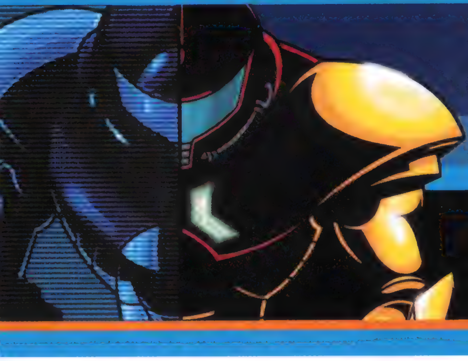
025 normal bomb



From the map room, climb up the vertical passage as high as you can, then open a hatch and run through it to a short vertical passage that holds two more hatches. Jump up to the upper hatch, run left, then jump again and roll into a narrow tunnel.



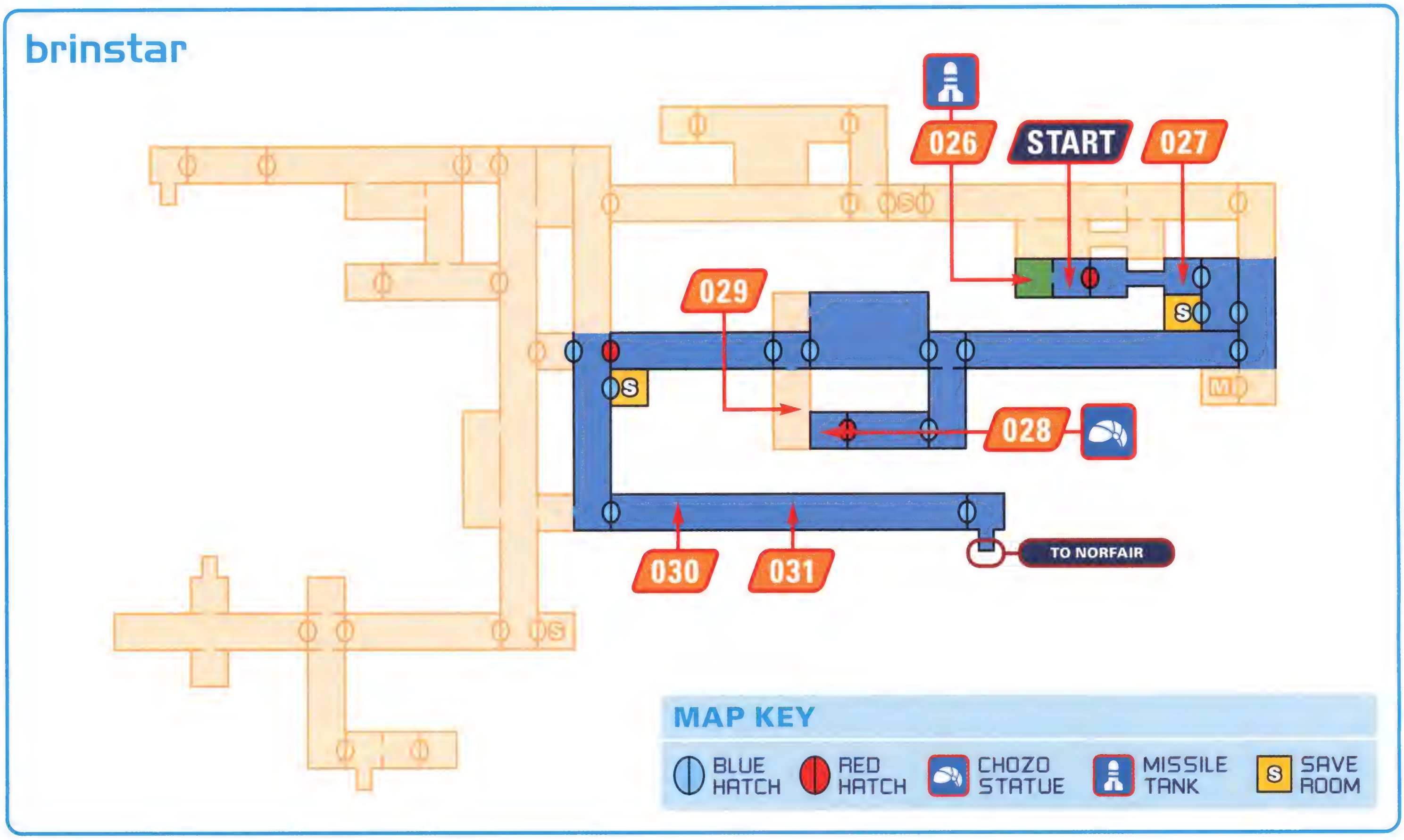
You'll find the Normal Bomb upgrade on the other side of a red hatch. Collect the item, then curl up in the arms of the Chozo Statue to reenergize. With the bombs, you'll have the ability to open new territory and continue exploring Zebes.



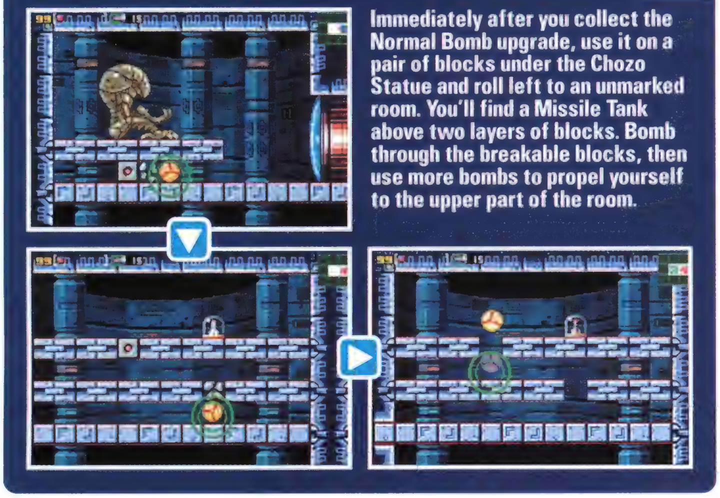
MISCELLANEOUS UPGRADE:

power grip

Part of the full athletic-adventurer package, the Power Grip will allow you to hold on to ledges and dangle from sliding handles on the ceiling. To find it, you'll take a brief detour to the surface, to an area that holds the key to the planet's past.

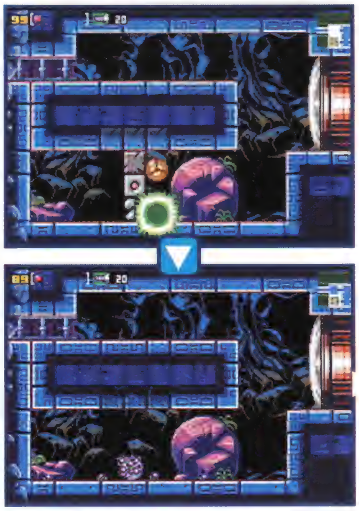


026 missile tank



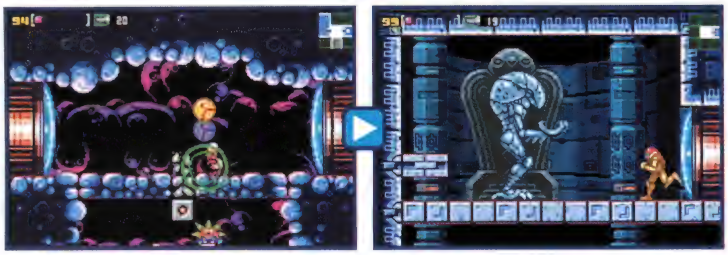
Immediately after you collect the Normal Bomb upgrade, use it on a pair of blocks under the Chozo Statue and roll left to an unmarked room. You'll find a Missile Tank above two layers of blocks. Bomb through the breakable blocks, then use more bombs to propel yourself to the upper part of the room.

027 POP THE PARASITES



On your way out of the area where you collected the Normal Bomb upgrade, you'll discover that the exit hatch is locked. Use bombs to blast the block column on the ground. The explosion will release a gaggle of small parasites. Roll on the ground to gather up the bugs, then vaporize them with a bomb blast. Once all of the parasites are gone, the exit hatch will flash, indicating that you are free to go.

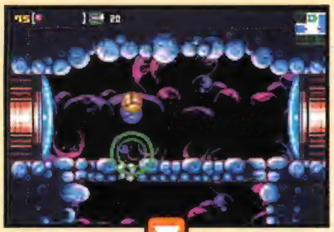
028 A CHOZO SHOWS YOU THE WAY



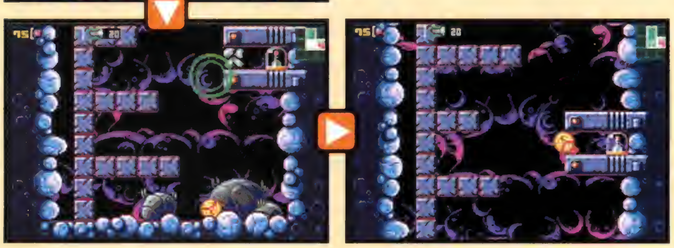
You'll find a series of three bombable blocks in the floor of Brinstar's long central corridor. Clear away the blocks to access a passage that will lead you to a Chozo Statue. The ancient relic will point you to the Ice Beam, in Norfair.

029 OPTIONAL UPGRADE

!

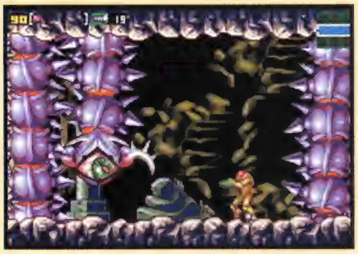


You'll discover a Missile Tank in a short shaft that feeds off the middle passage. While you can collect the item early, it'll be easier to get once you have the Power Grip. Roll off the ledge above the tank and plant a bomb in front of the breakable block. Before the block re-forms, jump onto the ledge again then roll into the hole.



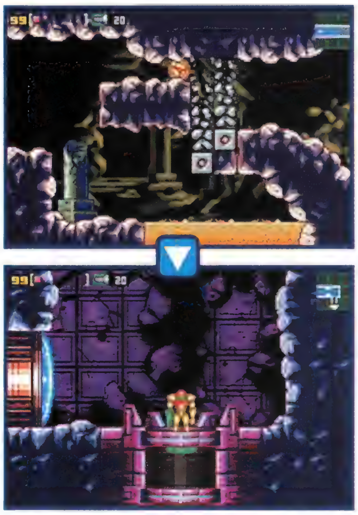
030 INSECT ENCORE

!



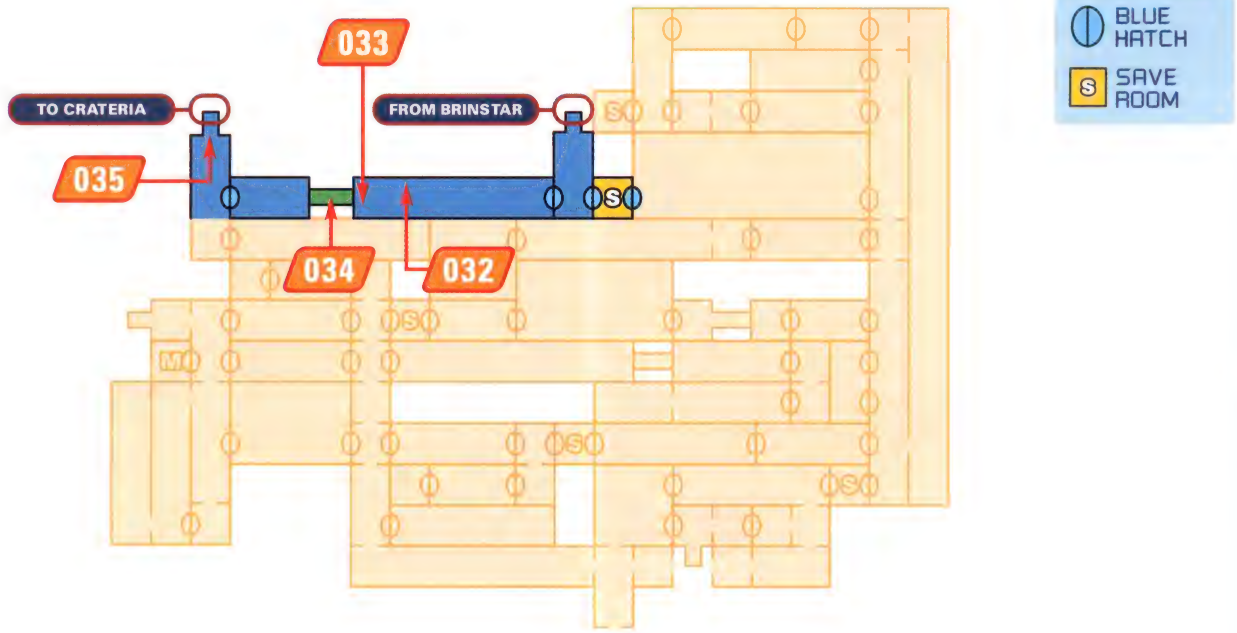
If you haven't collected the Charge Beam yet, you'll have another chance on your way to Norfair. The segmented creature will attack at its original location. Hit the beast's eye with three missiles to destroy it for good and to liberate the weapon. If you don't destroy the creature, it will continue to make appearances.

031 JOURNEY TO THE DEPTHS OF NORFAIR

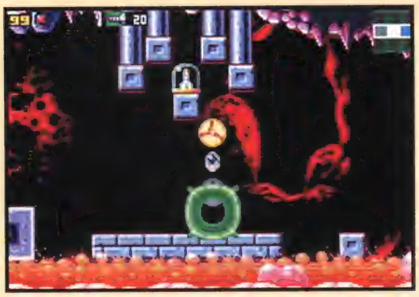


On your way through the long lower corridor, you'll reach what appears to be a dead end—a rock ledge over lava. Hop onto the ledge, roll close to the wall and detonate a bomb. The explosion will clear a path. Roll to the right over a gap in the ledge, then run to the elevator. As you descend, a quick cut scene will give you a glimpse of the Mother Brain. When you emerge, you'll see that the Chozo Statue's Ice Beam clue points to the right. Before you can reach that destination, you'll have to go in search of the Power Grip, to the left.

norfair

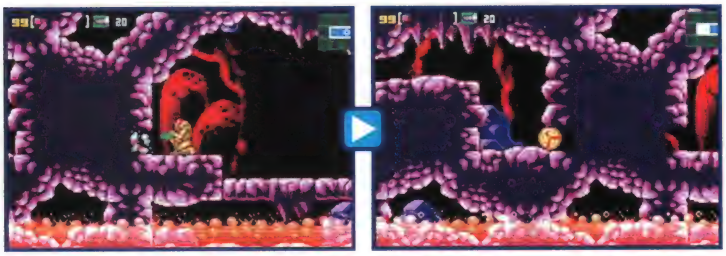


032 TAKE A TANK WITH A TRICK



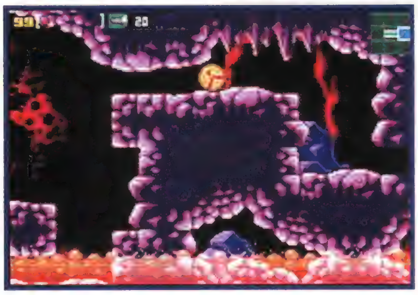
As you advance to the left, you'll discover a Missile Tank that appears to be out of reach. You'll be able to collect it easily once you have the Power Grip, but if you want it earlier, you can use bombs to reach it. Roll up and press B quickly and repeatedly to place explosives in midair and rise to the tank.

033 DISAPPEAR INTO THE SCENERY



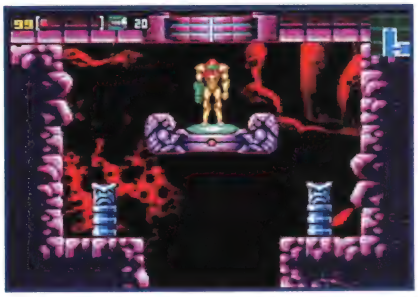
A thick wall stands between you and your progress to the left. Bomb through a block at the base of the wall, roll left and disappear into the wall, then bomb through another block when you reach the far side.

034 POINT OF NO RETURN

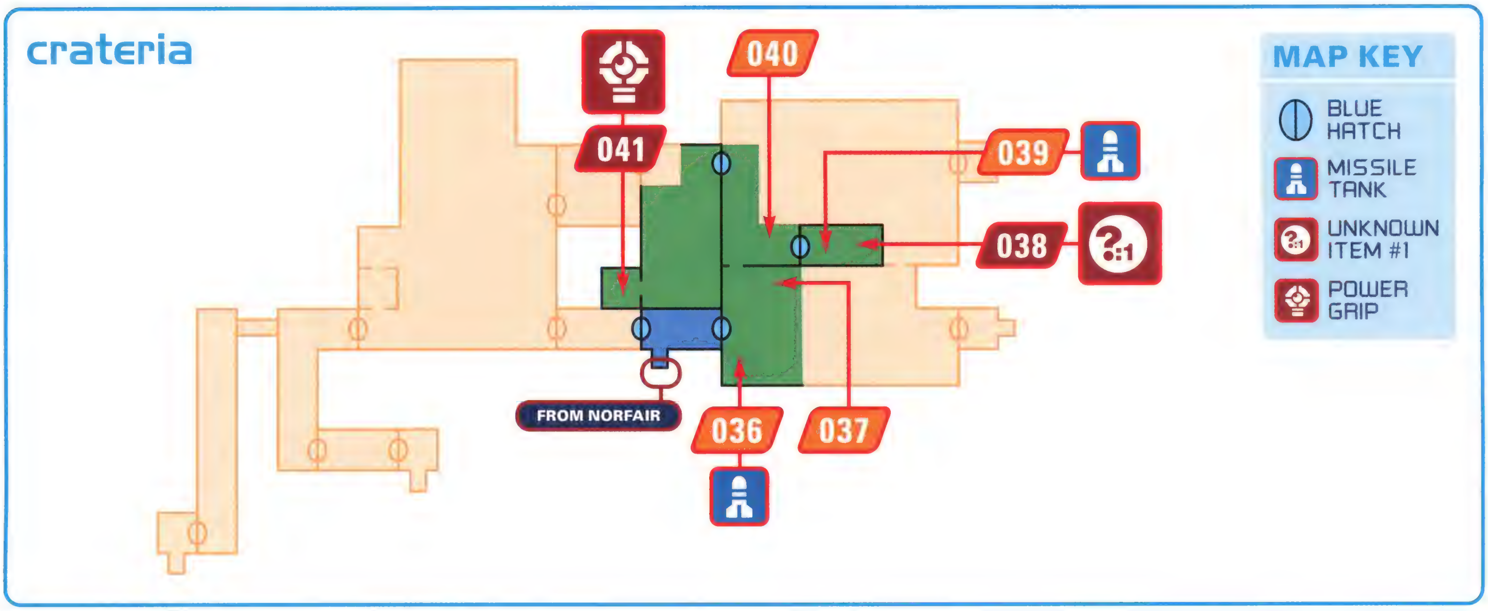


By rolling off the high ledge and onto much lower ground, you'll enter an area that you won't be able to exit until you have the Power Grip. If you haven't saved your progress recently, do so in the save room to the right of the elevator before you move on.

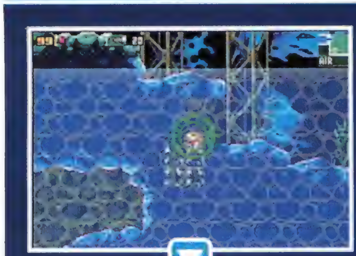
035 RISE TO THE SURFACE



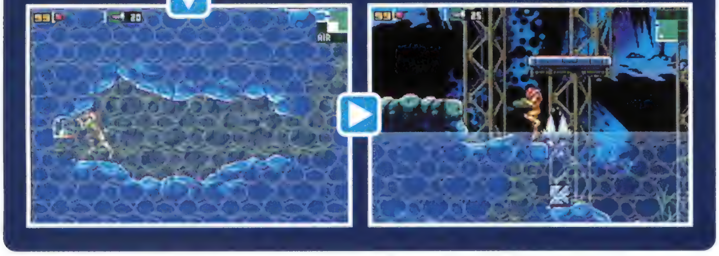
While it may seem that you're leaving Norfair largely unexplored, you'll return better equipped for exploration once you take a short trip to Crateria, on the surface. Hop onto the elevator and take off.



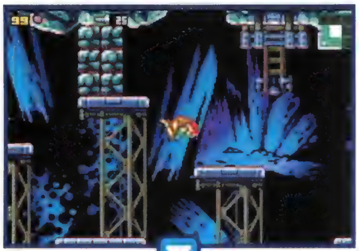
036 missile tank



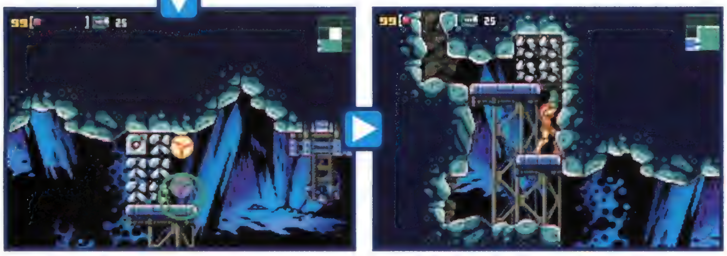
Travel to the right from the elevator and drop into the water. Use bombs to blast through the lake's left bank, then run to an underwater Missile Tank. On the way out of the area, you'll have to blast through a block then wait for it to re-form to give you a boost to the shore.



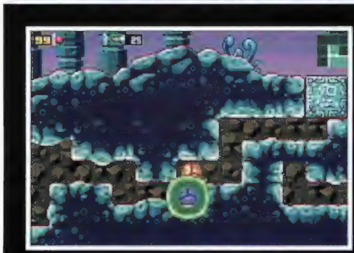
037 CLIMB OUT OF THE HOLE



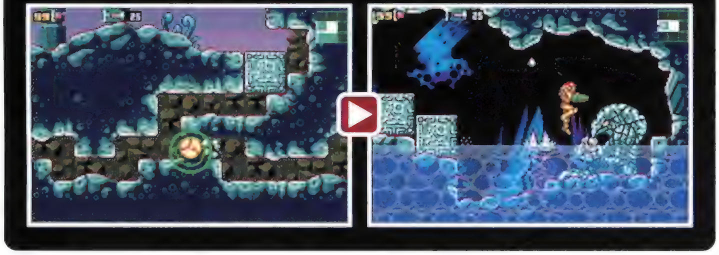
Some of the ledges above the lake are out of reach. Hop onto the ones that you can reach, bomb through a six-block barricade then follow a path that leads to higher ground, blasting obstacles along the way.



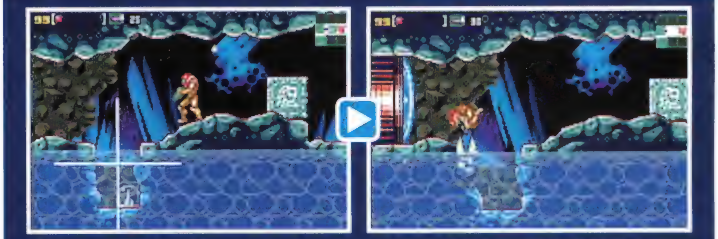
038 unknown item # 1



While you're on your way to the surface, stop at a block that has Chozo markings. Use bombs to access a path to the lower right, and follow it to a statue. Although the item that you collect from the statue will not be compatible with your suit, it will give you the power to blast through the large blocks.

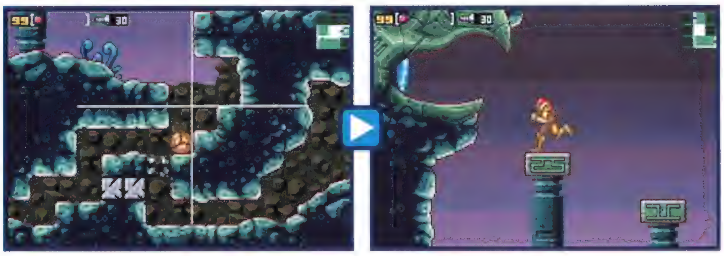


039 missile tank



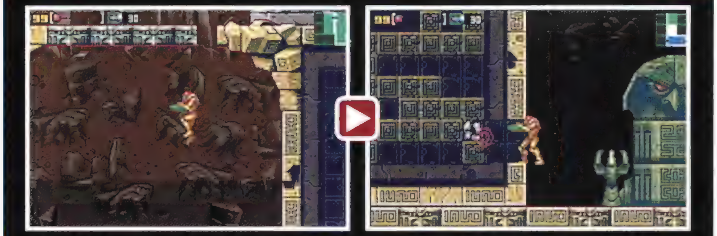
On your way from the statue, break the large block near the hatch to gain access to a Missile Tank. After you collect the item, destroy blocks to the left for a way out of the water-filled hole.

040 HEAD ABOVE GROUND

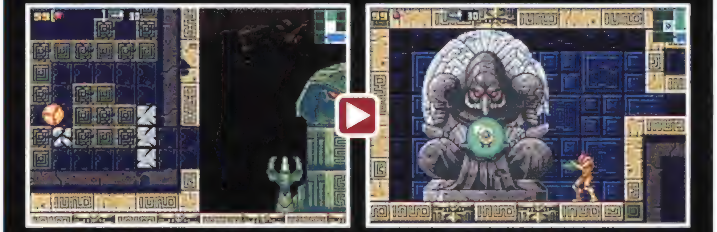


The power of the unknown item will allow you to shoot or bomb through the large flashing blocks. Roll under the block at the surface and use a bomb to destroy it, then hop across ledges that lead into the Chozo Ruins.

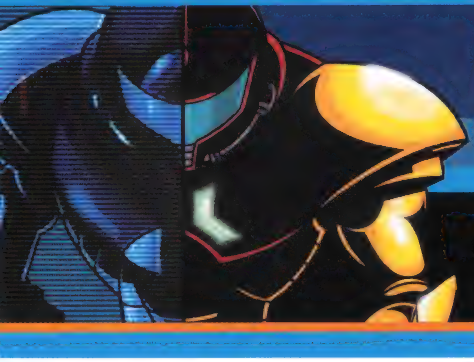
041 power grip



The bridge over the ruins will break as soon as you set foot on it. After you drop to the bottom of the pit, use your beam to break through the left wall.



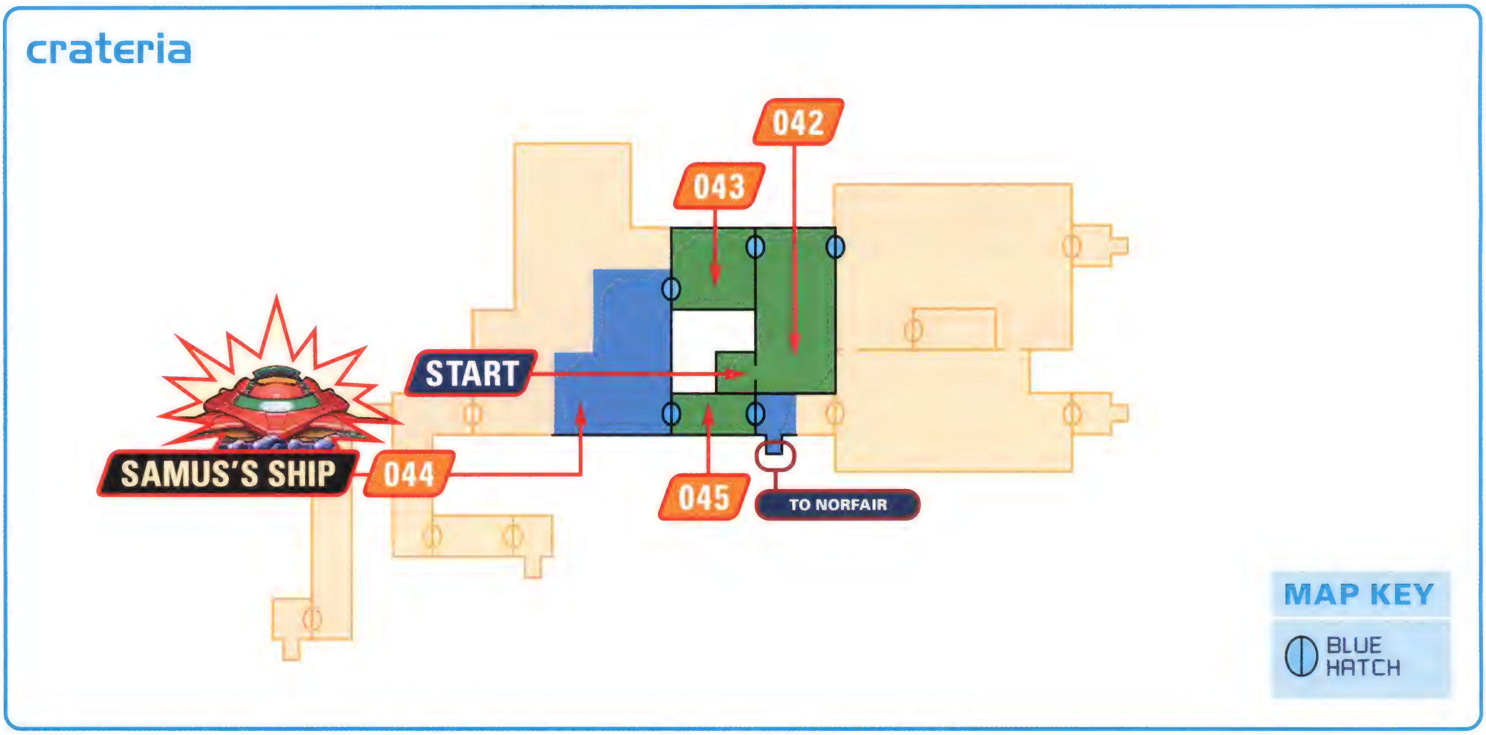
Climb into the hole in the wall and use bombs to break through a narrow passage that leads left. You'll discover the Power Grip upgrade in the hands of a very large Chozo Statue.



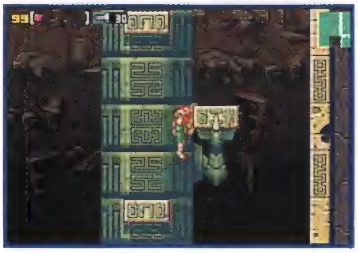
BEAM UPGRADE:

ice beam

With the Power Grip in hand, you'll finally be equipped to follow the Chozo's path to the Ice Beam upgrade. The weapon's freezing blasts will stop enemies in their tracks, allowing you to use the creatures as midair platforms.

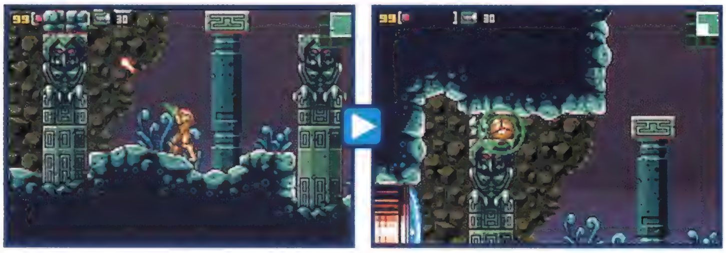


042 GET A GRIP



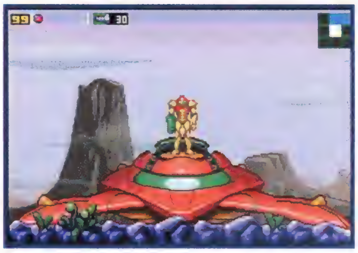
On your exit from the area that held the Power Grip, you'll witness the growth of a tall Chozo structure that sprouts platforms. Use the Power Grip to grab each platform and climb to the left side of the broken bridge.

043 ADVANCE TO YOUR LANDING SITE



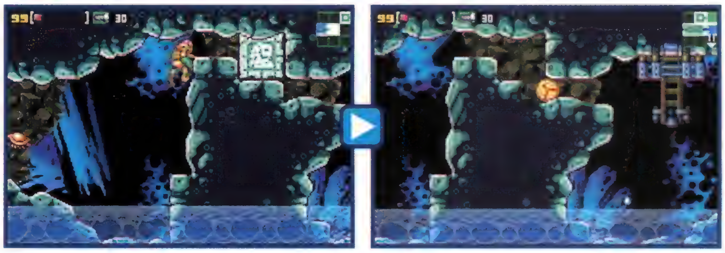
You'll break blocks and grab on to ledges as you advance to the left. The area between the last ledge and the ceiling is narrow. Use a diagonal shot to break the first block, then hop and roll onto the ledge and bomb the second block.

044 GET BACK TO SHIP SHAPE

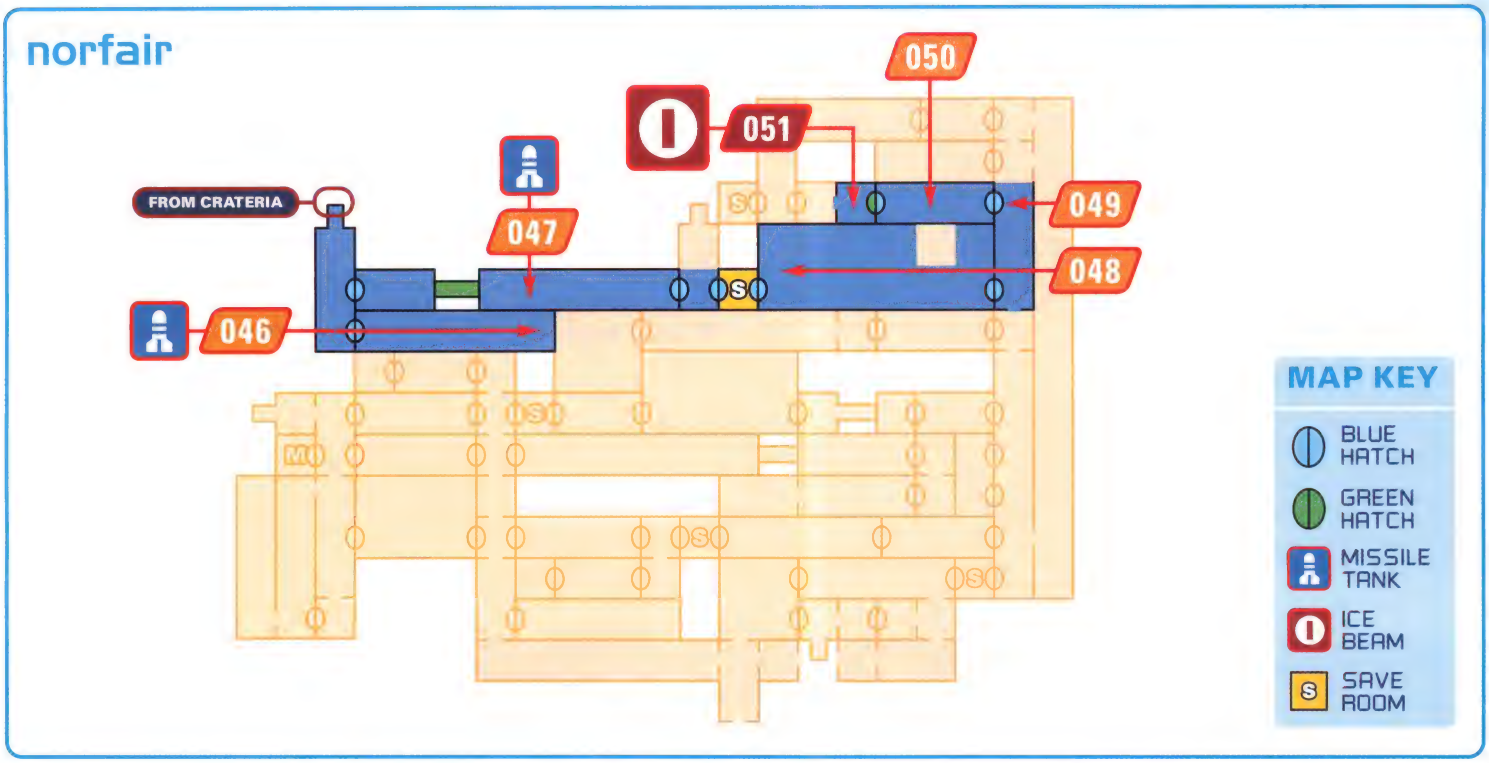


After diving off the high ledge above the open area, you'll land on your ship. Since your mission is not complete, you won't be able to take off, but you will be able to restore your energy and missile supplies and save your progress.

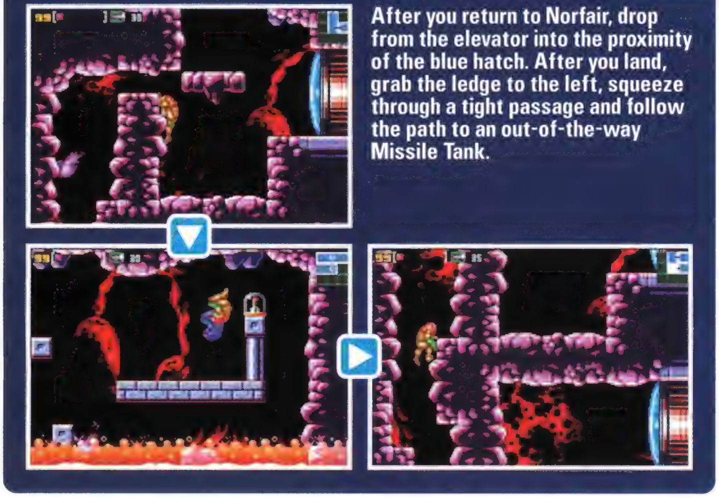
045 RETURN TO NORFAIR



Once you have the Power Grip, you'll wonder how you got along without it. On your way back to the elevator for a return trip to Norfair, you'll use your new ability to grip high ledges and pull yourself through the path.

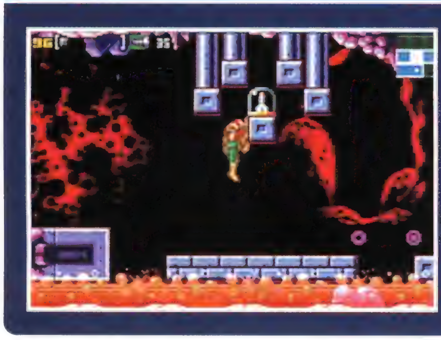


046 missile tank



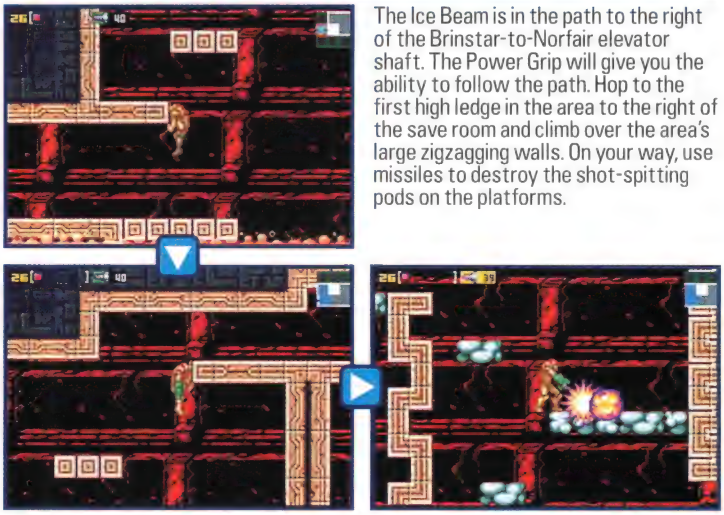
After you return to Norfair, drop from the elevator into the proximity of the blue hatch. After you land, grab the ledge to the left, squeeze through a tight passage and follow the path to an out-of-the-way Missile Tank.

047 missile tank



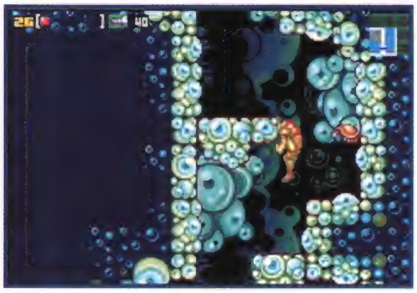
If you didn't use the bomb trick to collect the Missile Tank on the high floating block on your way to Crateria, you'll be able to collect it easily on your way back. Grip the block, then pull yourself up to the prize.

048 TAKE THE CHOZO'S PATH



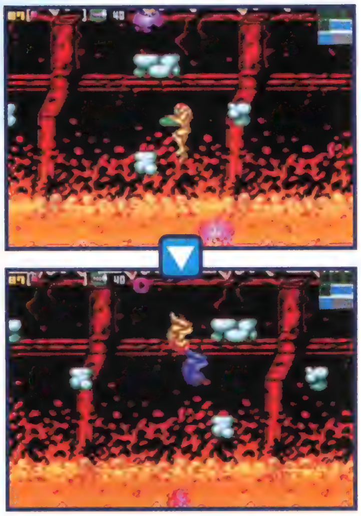
The Ice Beam is in the path to the right of the Brinstar-to-Norfair elevator shaft. The Power Grip will give you the ability to follow the path. Hop to the first high ledge in the area to the right of the save room and climb over the area's large zigzagging walls. On your way, use missiles to destroy the shot-spitting pods on the platforms.

049 UP AND OVER



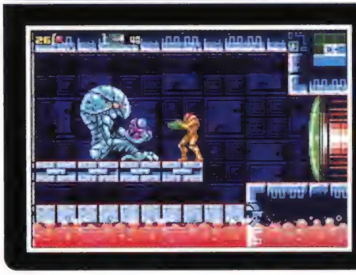
The shaft on Norfair's far right side is formed from natural green rock. Climb up to the first hatch on the left and continue your journey to the next upgrade.

050 LEAP OVER LAVA



Small platforms float over the lava on the path to the Ice Beam. When you reach the vertical pair of platforms (one directly above the other) drop to the lower one and leap to the next platform.

051 ice beam



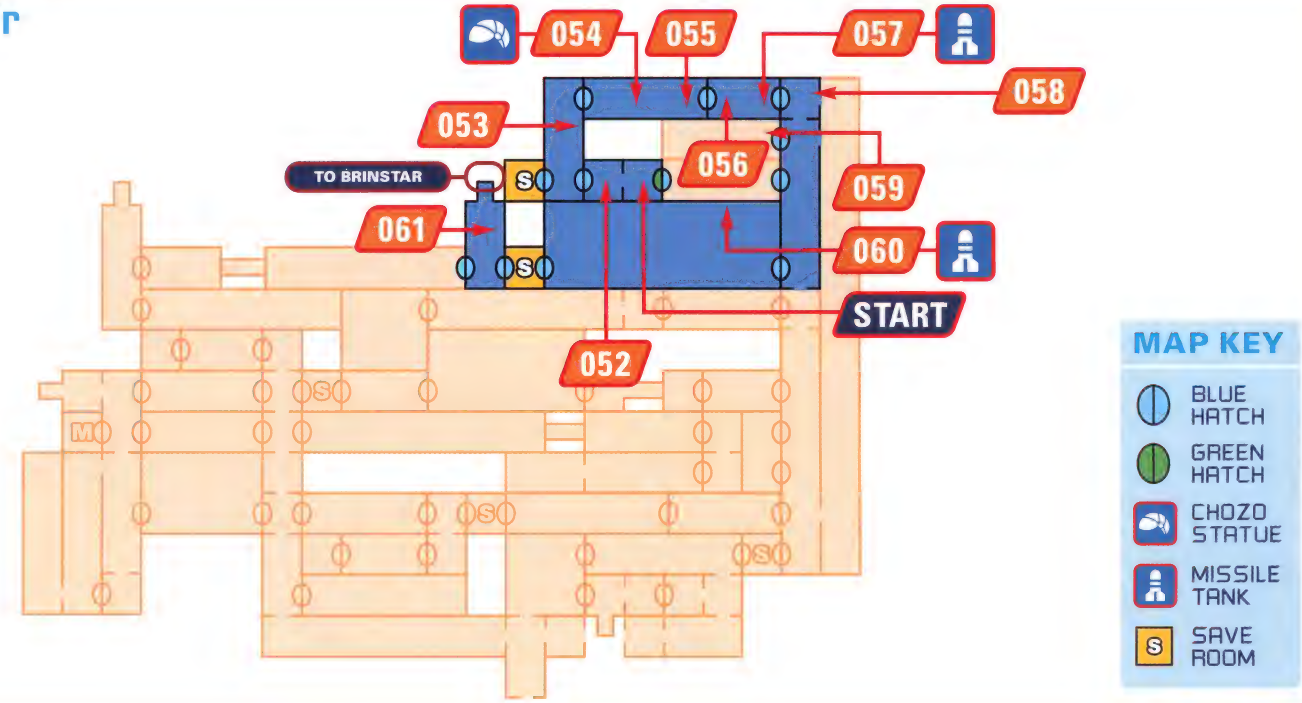
At long last, you'll reach the destination that the Chozo Statue in Brinstar placed on your map. Grab the Ice Beam then roll into the cradle of the beam's statue to replenish your energy and missiles.

MISCELLANEOUS UPGRADE:

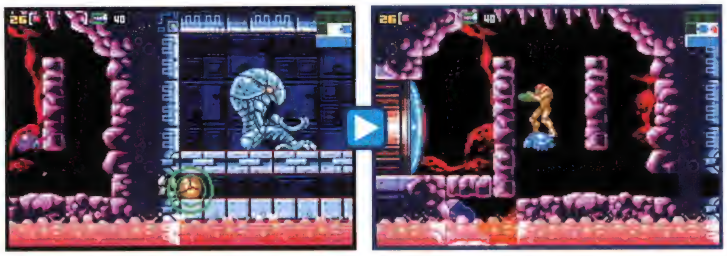
speed booster

Your power continues to grow as you close in on the Mother Brain's right-hand monster, Ridley. The next upgrade will be yours immediately after you defeat the beast. The Speed Booster will put a charge into your step and give you more block-busting power.

norfair

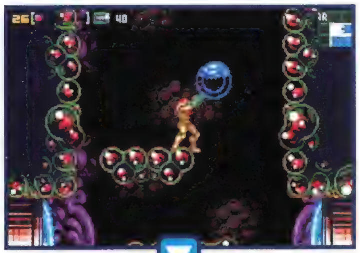

054
055
057
058
053
TO BRINSTAR
056
059
061
060
START
052
MAP KEY
BLUE HATCH
GREEN HATCH
CHOZO STATUE
MISSILE TANK
SAVE ROOM
S
M

052 BOMB OUT, BEAM UP

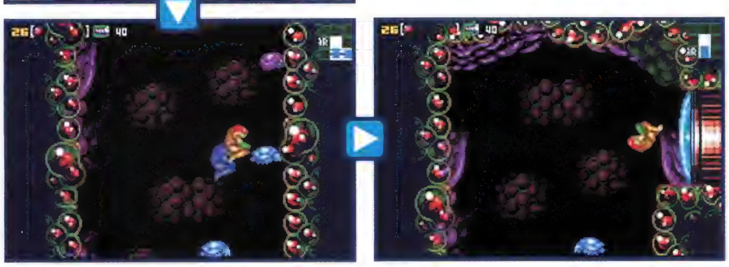


When you turn to leave the room where you collected the Ice Beam, you'll discover that you don't have the power to open the room's green hatch. Roll under the Chozo Statue that held the Ice Beam, and bomb through the wall. In the next room, use your new beam to freeze the armored flier, then leap over the barrier.

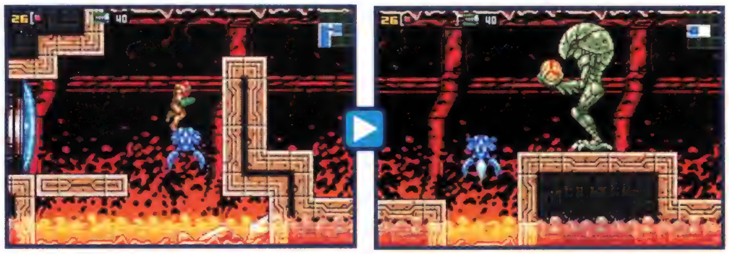
053 SCALE THE SHAFT



A long shaft with few ledges leads to Norfair's upper-right section. Climb to the highest platform and hit the lowest flying creature with the Ice Beam. Hop onto the frozen fiend, then use an angled shot to stop the next creature in midair. Continue to freeze and leap onto enemies until you reach the top of the shaft.

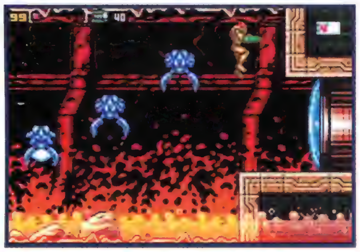


054 NEXT STOP: BRINSTAR



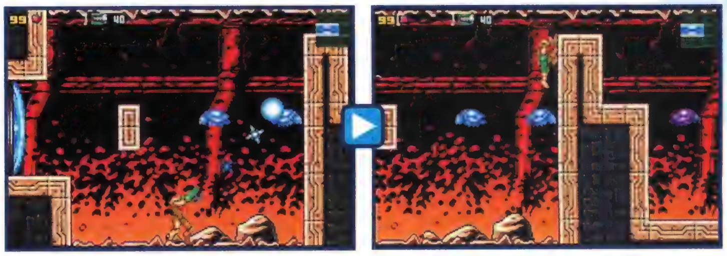
As you cross Norfair's upper-right path, you'll encounter a standing Chozo Statue. After you roll into the statue's arms, the ancient artifact will point you to lower Brinstar—Kraid's territory—to show you the location of the Speed Booster.

055 FIRE AND ICE



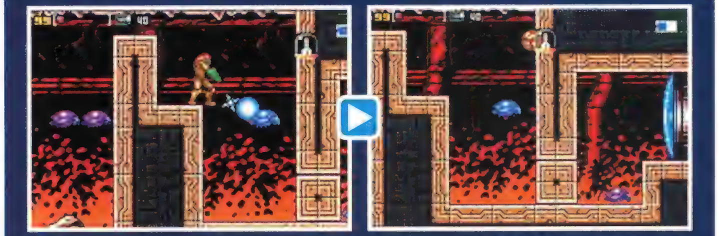
Enemies leap from the lava. When the closest one reaches your height, freeze it with your beam, then hop onto it. Do the same with the room's remaining enemies to keep from falling into the hot stuff.

056 FROZEN ROAD



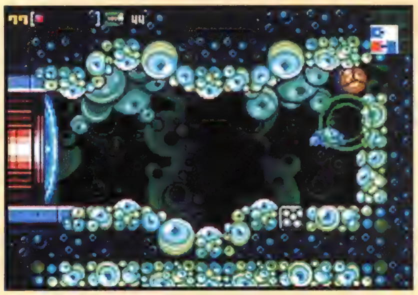
In the area where two left-and-right flying creatures follow the same path, drop to the floor and freeze the creatures when they're next to each other. Before the enemies thaw, use them as platforms to reach the high ledge to the right.

057 missile tank



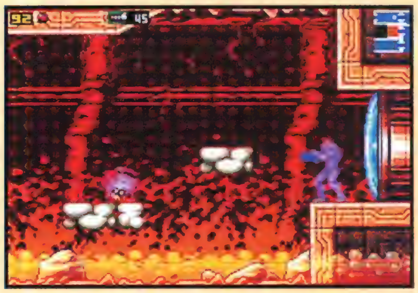
Before you drop to the floor after climbing over the high ledge, fire at the right-hand wall to expose a Missile Tank. Then freeze the flier nearby and hop onto it on your way to the tank.

058 ADVANCED SHORTCUT



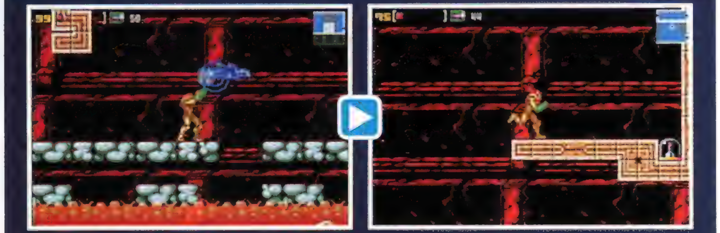
A narrow, winding path leads through a hidden shaft on Norfair's right edge. If you're confident that you can defeat Ridley without collecting some key items, freeze the flier in the upper-right corner, hop onto it, then use a missile to blast into the shorcut. Be warned: the shortcut requires expert bomb-jumping skills.

059 IF YOU CAN'T STAND THE HEAT . . .



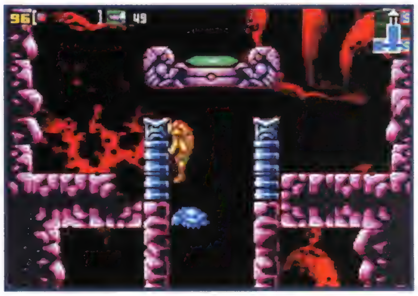
If you enter the area in the center of Norfair's upper-right section, you'll notice that the air is so warm, the heat will whittle away your energy reserves. Wait until you have the Varia Suit before you go deep into the area.

060 missile tank

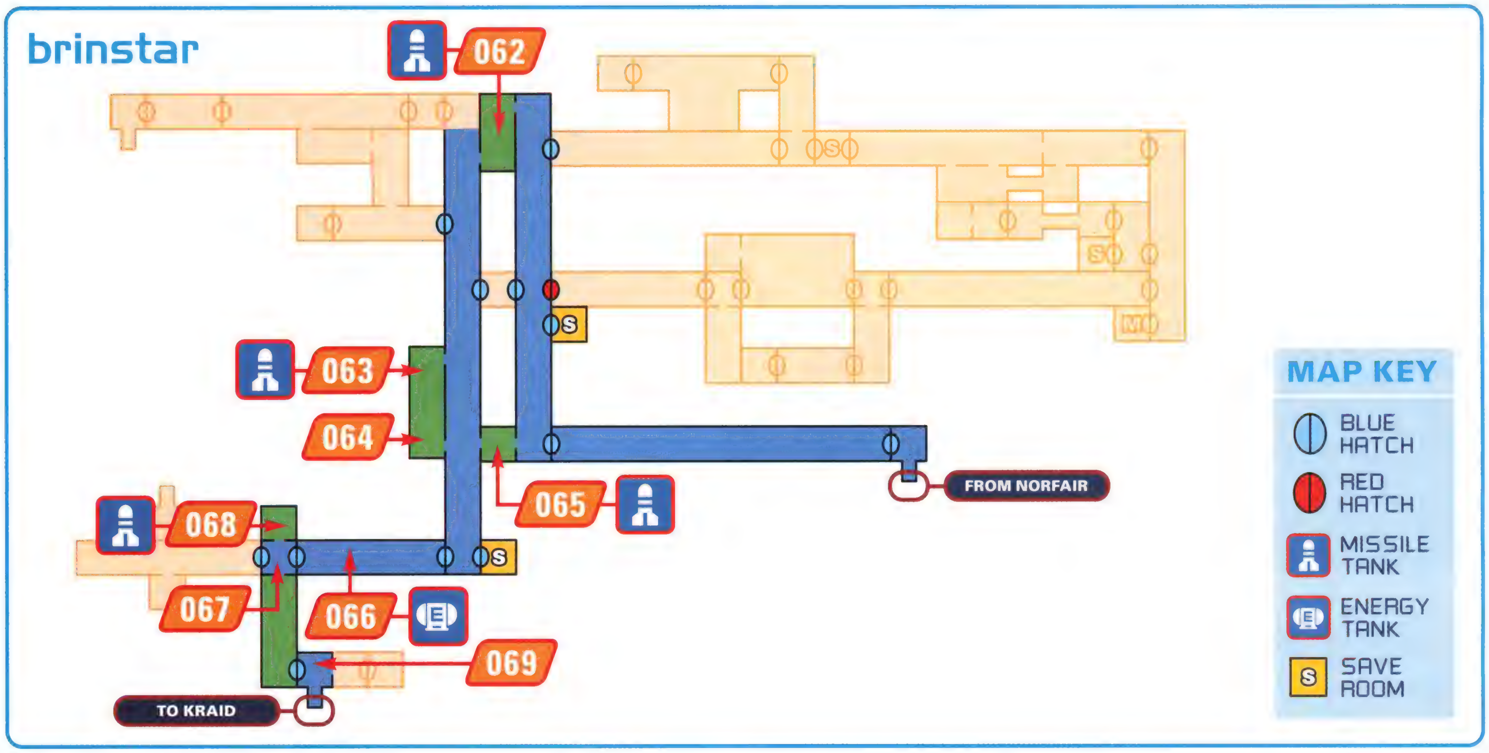


A Missile Tank sits on a high platform in the upper-right part of one of Norfair's largest rooms. Blast blocks to free a flying enemy below the floor, then freeze the beast and use it to reach the Missile Tank's ledge.

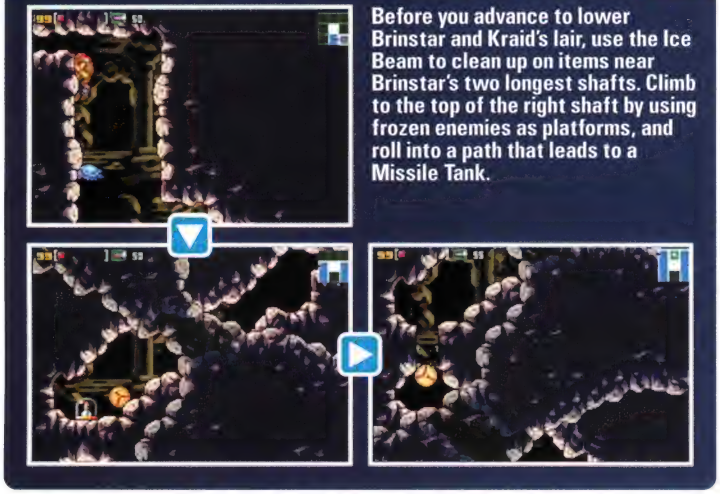
061 ELEVATOR GOING UP



The Ice Beam will come in very handy as you make your way out of Norfair. Use it to freeze flying creatures below the elevator, then hop onto the midair monsters and continue up to the lift.

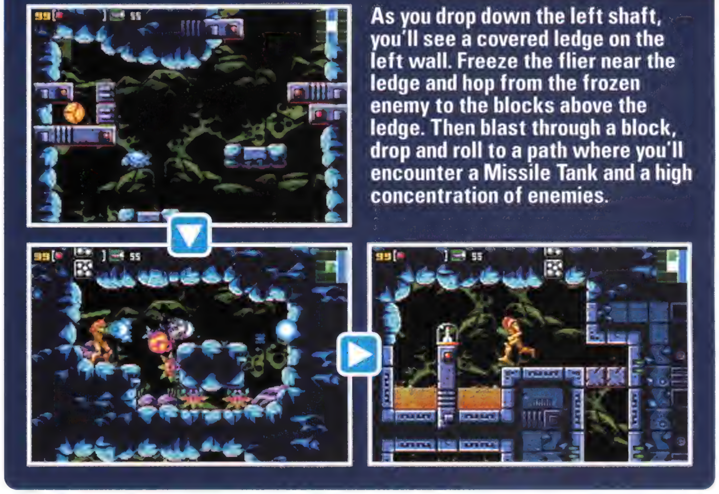

brinstar
062
063
064
065
066
067
068
069
FROM NORFAIR
TO KRAID
MAP KEY
BLUE HATCH
RED HATCH
MISSILE TANK
ENERGY TANK
SAVE ROOM

062 missile tank



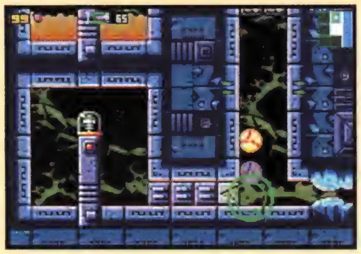
Before you advance to lower Brinstar and Kraid's lair, use the Ice Beam to clean up on items near Brinstar's two longest shafts. Climb to the top of the right shaft by using frozen enemies as platforms, and roll into a path that leads to a Missile Tank.

063 missile tank



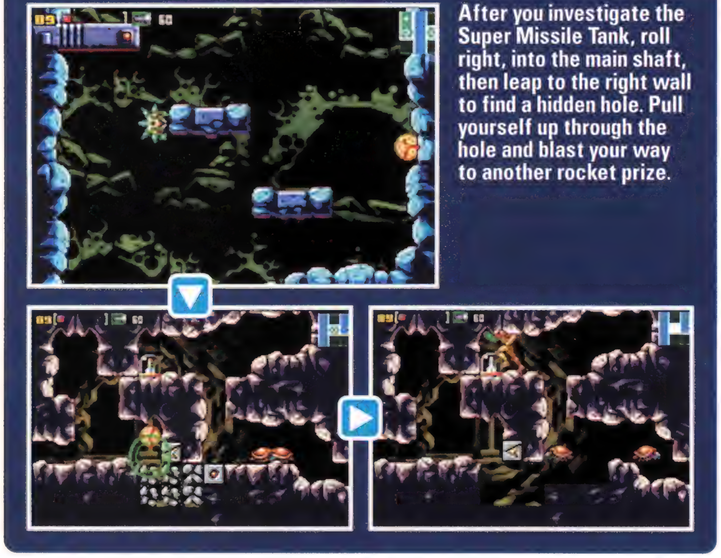
As you drop down the left shaft, you'll see a covered ledge on the left wall. Freeze the flier near the ledge and hop from the frozen enemy to the blocks above the ledge. Then blast through a block, drop and roll to a path where you'll encounter a Missile Tank and a high concentration of enemies.

064 NO BOOST, NO SUPER MISSILE



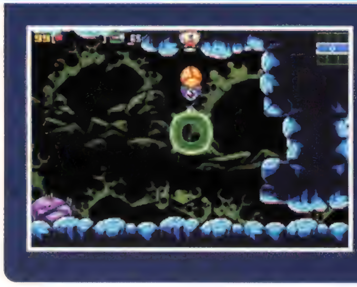
After you collect the Missile Tank near the left shaft, you'll drop to the proximity of a Super Missile Tank. It's protected by Speed Booster Blocks. You won't be able to get it until you can blast through the barricade.

065 missile tank



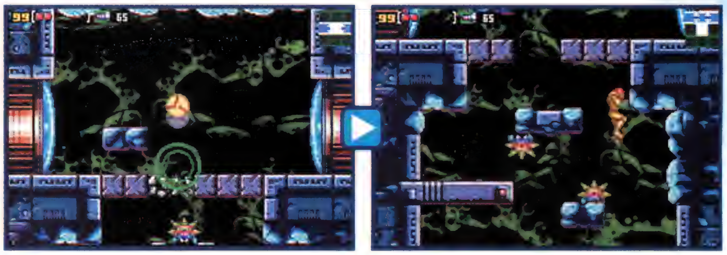
After you investigate the Super Missile Tank, roll right, into the main shaft, then leap to the right wall to find a hidden hole. Pull yourself up through the hole and blast your way to another rocket prize.

066 energy tank



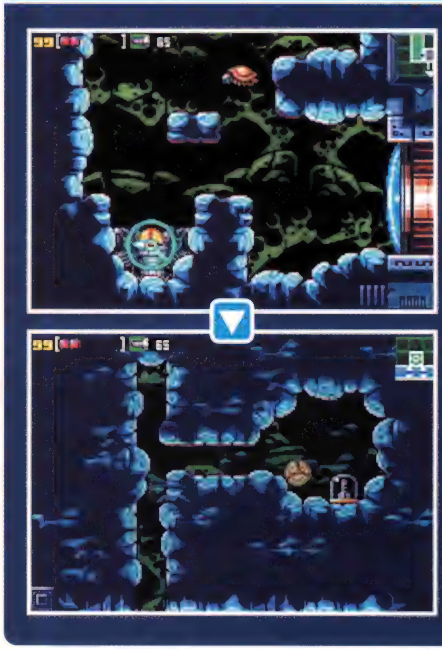
On your way to the lower-left section of Brinstar, you'll obtain the Energy Tank that was out of reach at the beginning of the adventure. Shoot at the ceiling to expose the tank, then roll into Morph Ball form and press B repeatedly to reach the tank by way of bomb blasts.

067 HAVE A BLAST



At the start of the game, you may have noticed a line of bombable blocks on the floor of a one-screen-wide room. Return to the room and use bombs on the floor to gain access to the area below.

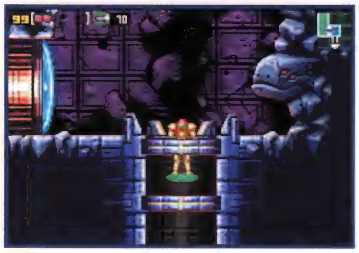
068 missile tank



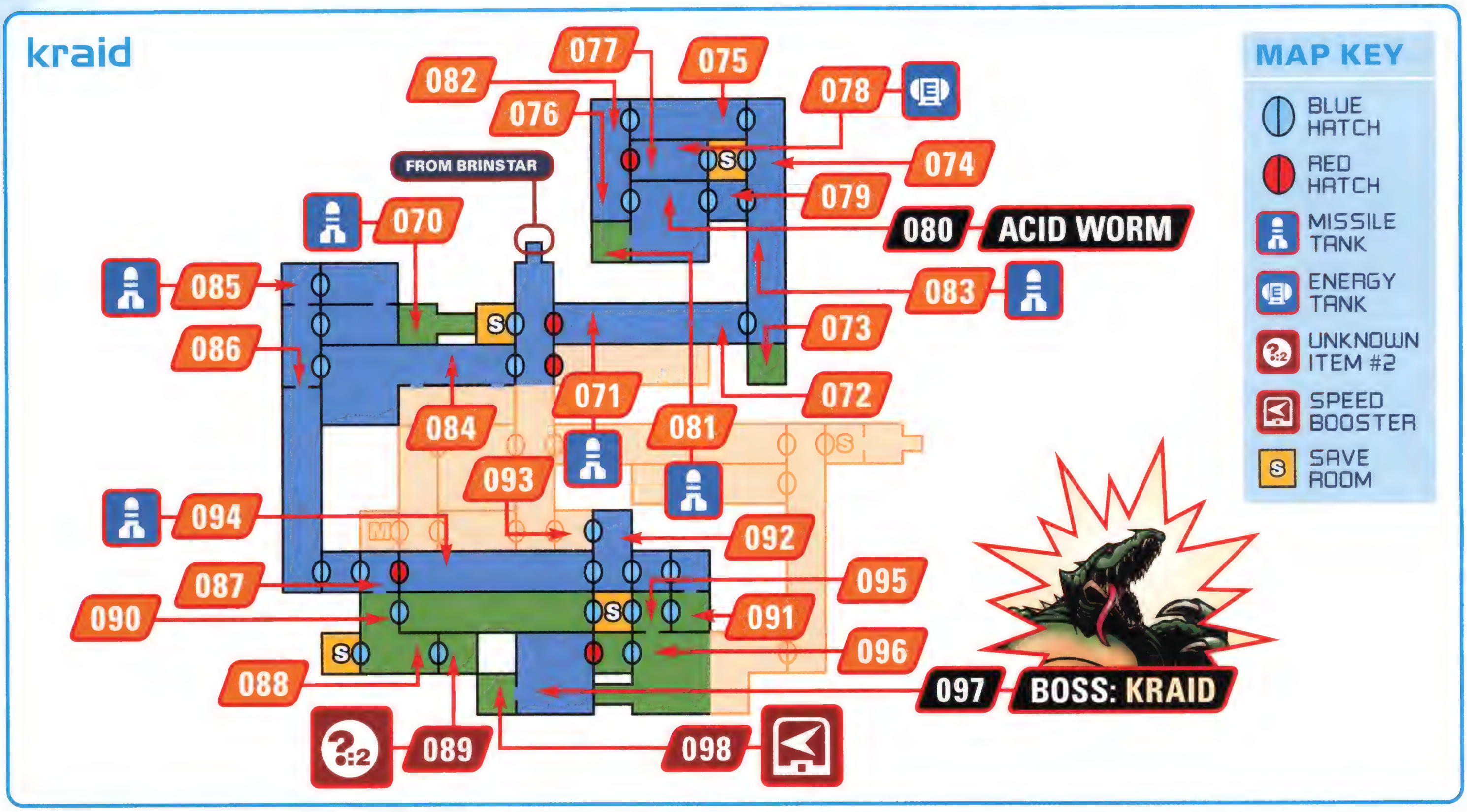
When you reach the bottom of the short shaft, jump to the rock formation on the left side and detonate a bomb. You'll fall into a depression that contains a launching device. Roll into its cup and plant a bomb. After the bomb detonates, you'll take off.

The launcher will lift you to the top of the shaft, where you'll see a Missile Tank in a cove to the right. Press Right on the Control Pad while you drop to roll into the cove.

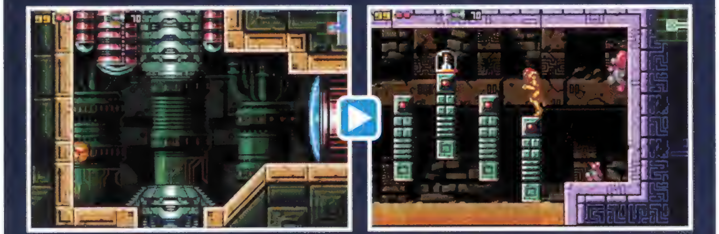
069 KRAID EXPRESS



Run to the right from the bottom of the shaft to find the elevator to Kraid's lair. Ride down to the lair and prepare for battle.

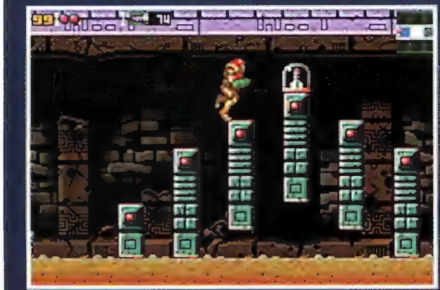

kraid
082
077
075
078
076
FROM BRINSTAR
074
079
070
080
ACID WORM
085
083
073
086
071
072
084
081
093
094
092
095
087
090
091
096
088
097
BOSS: KRAID
089
098
MAP KEY
BLUE HATCH
RED HATCH
MISSILE TANK
ENERGY TANK
UNKNOWN ITEM #2
SPEED BOOSTER
SAVE ROOM

070 missile tank



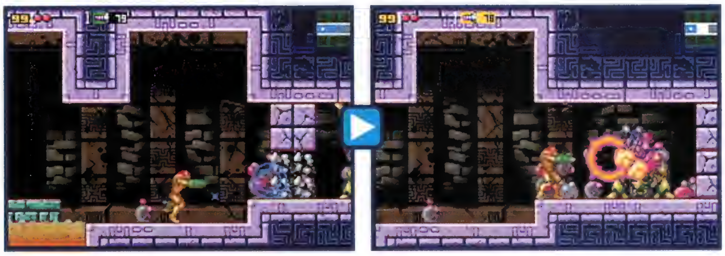
Record your progress in the save room to the left of the elevator, then plant a bomb in the lower-left corner and hold Left on the Control Pad. The blast will lift you into a path and you'll roll toward a Missile Tank.

071 missile tank



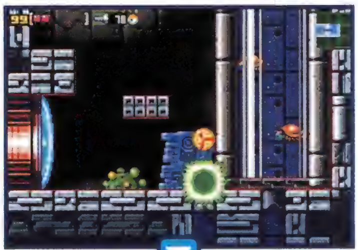
Open the red hatch to the right of the elevator and hop across platforms to avoid contact with the bubbling lava. You'll find a Missile Tank along the way.

072 BLAST FIRST

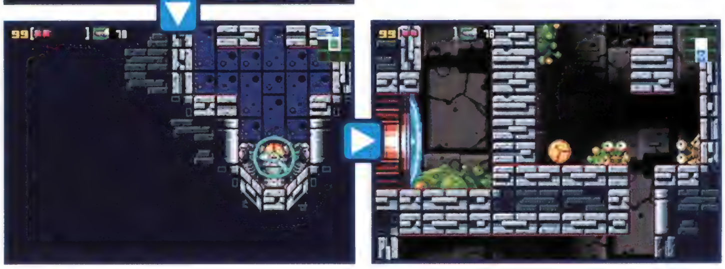


Two large enemies bounce around a small space near the end of the area's longest corridor. Break at least one of the groups of blocks between you and the enemies, then use the Ice Beam and missiles to defeat the beasts before they escape.

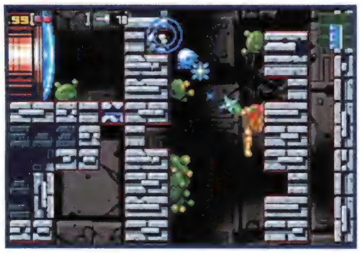
073 ROCKET CLIMB



When you reach the shaft at the right edge of the lair, plant a bomb to the left of the tall tube to clear the way to a launcher at the bottom of the shaft. Roll into the launcher, then plant a bomb. You'll take off for a point in the middle of the shaft. As you begin to fall, press Right or Left to drop onto a ledge.

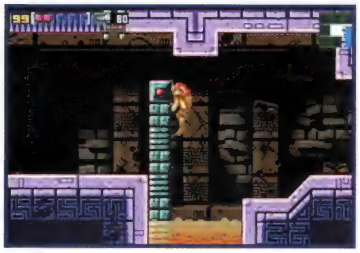


074 ZIGZAG CLIMB



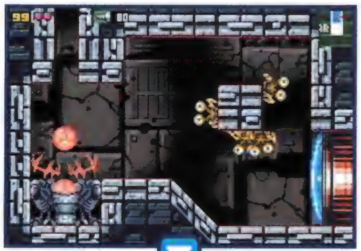
Two walls with alternating ledges face each other. Clear away the enemies in the area, then jump from ledge to ledge to ascend. When you reach the last open ledge, fire up and to the left to open access to another ledge.

075 A WALL THEN A LONG HALL

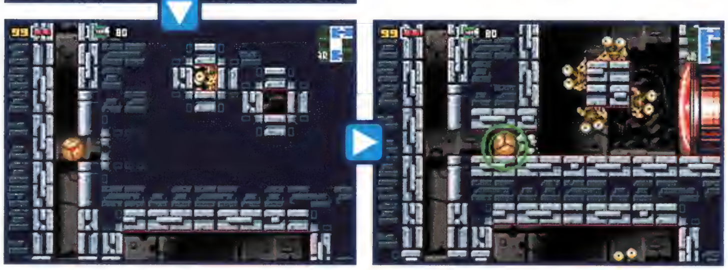


Entering the area's highest corridor, you'll see a wall behind two breakable blocks. Destroy the blocks then leap to the top of the wall and climb to the other side. As you run left, stop at the wide gap, scoot over to the edge then jump to clear the lava.

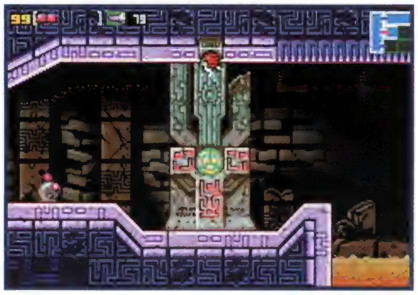
076 LAUNCH UP TO THE RED HATCH



Along the left edge of the lair's upper-right section, you'll fall through a narrow passage. As you do, press B repeatedly to set bombs. If you set a bomb in the right place, a notch will open in the passage. Use the launcher at the bottom of the passage to rocket upward, then roll into the notch as you fall back down. You'll roll close to a red hatch.

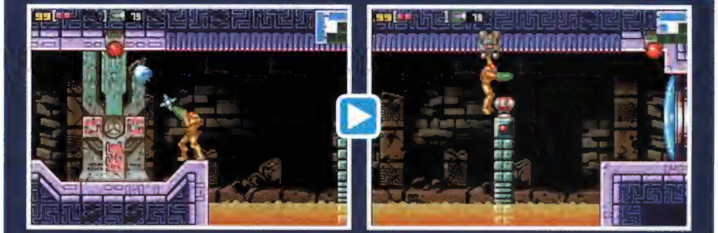


077 TURN ON THE POWER



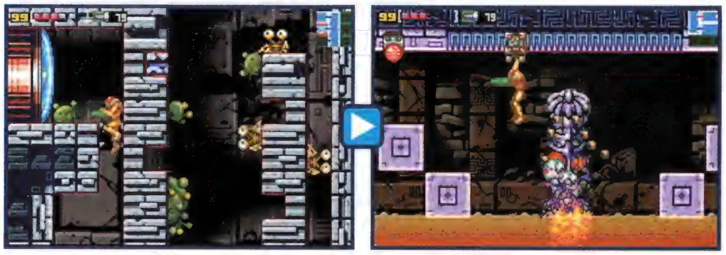
An ancient Chozo machine sits at the left edge of a lava pool. Jump onto the machine then roll into Morph Ball form to activate it. Every red light in the lair's ceiling will illuminate, indicating that the area's sliding mechanisms are up and running.

078 energy tank



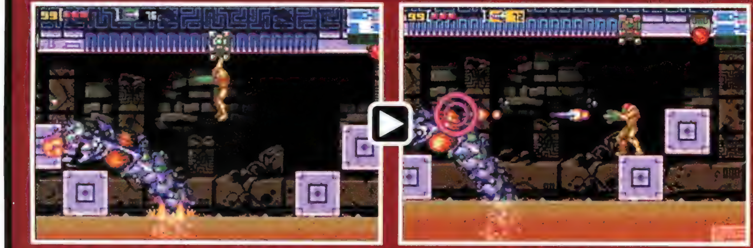
After you activate the machine, fire at the red light on the ceiling to call the carrier. The apparatus will slide to the left side of the lava pool. Use it to cross the pool, collecting an Energy Tank as you go.

079 RUN RIGHT, RUN LEFT

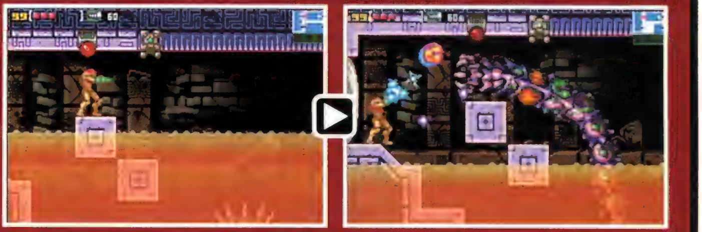


After you cross the lava and record your progress, run into the main shaft. You'll fall from one blue hatch to another. Open the new hatch and enter the next area. The acid worm will appear after you slide to the left side of the large room.

080 acid worm

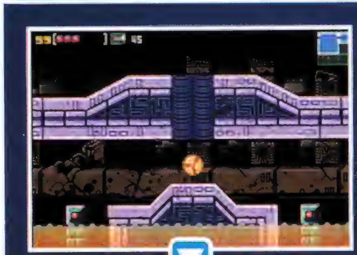


When the worm emerges, stand under the ceiling mechanism while facing away from the creature, wait for it to wiggle its appendages, then jump straight up. After you ride to the other side, pelt the monster with missiles.

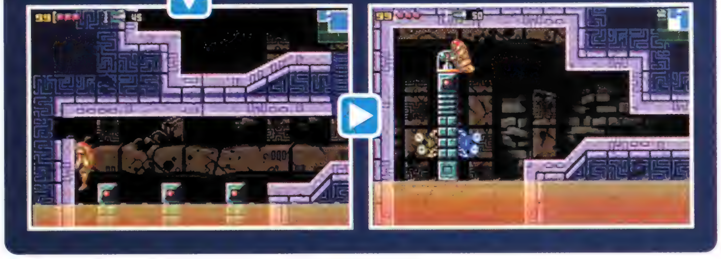


Once you've hit the beast several times, the acid level in the room will rise then fall. Seek higher ground. If you go to one of the edges of the room, the creature will fire projectiles at you when it pops out of the lava. Hit the projectiles with your beam for energy and missiles.

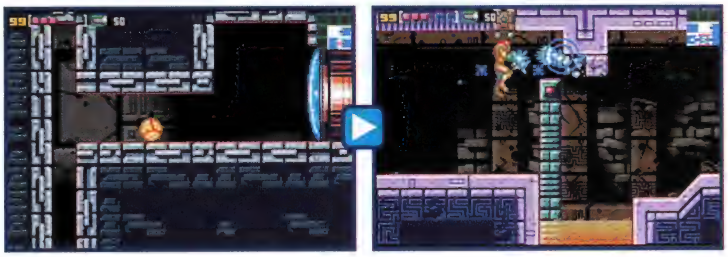
081 missile tank



Following your defeat of the acid worm, use bombs to blast your way to the room's lower reaches. Jump left over the acid, then fire at the left wall to open an unmarked room that holds a Missile Tank.

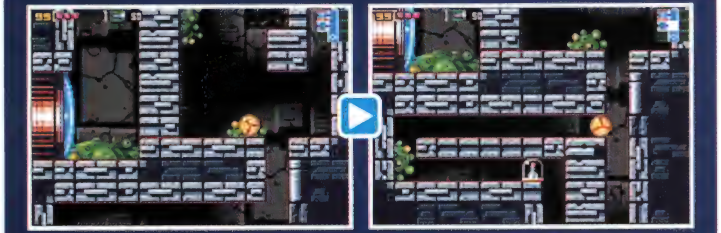


082 EXIT FROM WHERE YOU ENTERED



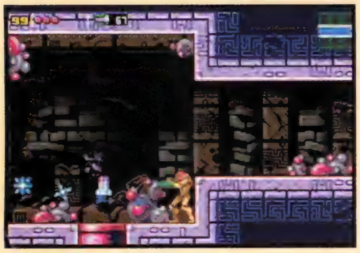
After you've explored the lair's upper-right region, launch up the left side then run right and use a ceiling mechanism to slide over the acid on the right side of the long corridor.

083 missile tank



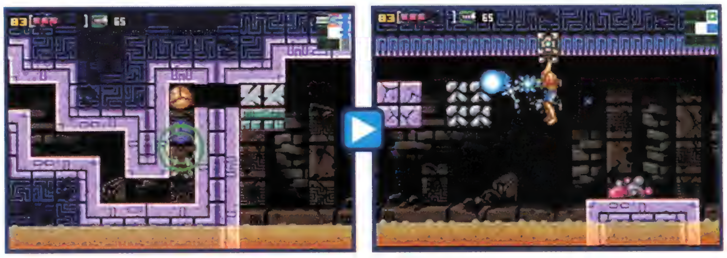
On your way down the region's right-hand shaft, drop into the narrow passage and press Left to catch the next left edge or to roll into the path if you're in Morph Ball form. It leads to a Missile Tank.

POWER UP AT THE PIPE



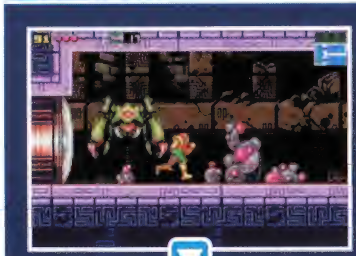
A steady stream of enemies pours out of the pipe near the right end of the long corridor. Fire at the creatures as they appear, and pillage the energy and missiles that they leave behind.

084 SCOOT AND SHOOT

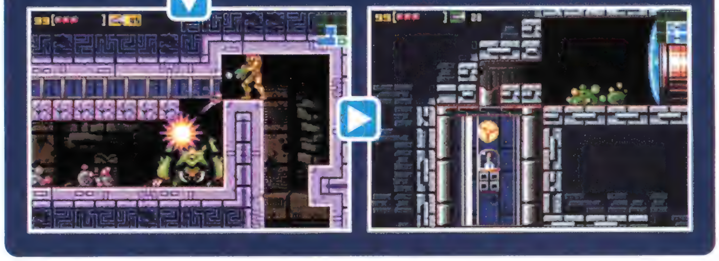


On your journey to the lair's middle-left area, you'll navigate a tight passage in Morph Ball form then reach an apparatus that will carry you over a lava pool. Fire steadily as you cross to clear the area of floating blocks.

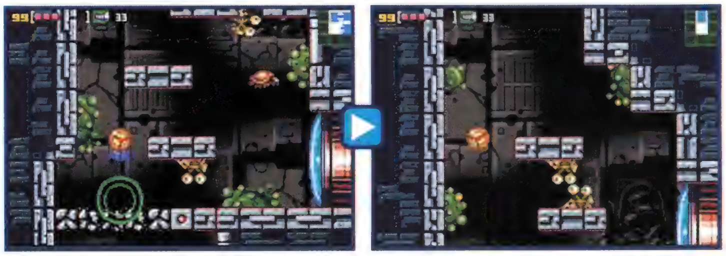
085 missile tank



Once you reach the left edge, climb up, open a hatch and run to the right. Let the large enemy jump over you, and hit it with missiles. After you defeat the beast, climb up and fire diagonally downward into the next area to dispatch another monster. With both enemies gone, you'll have access to a Missile Tank.

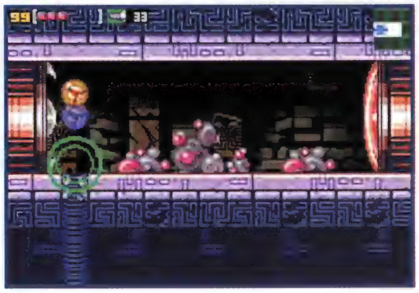


086 FALSE BOTTOM



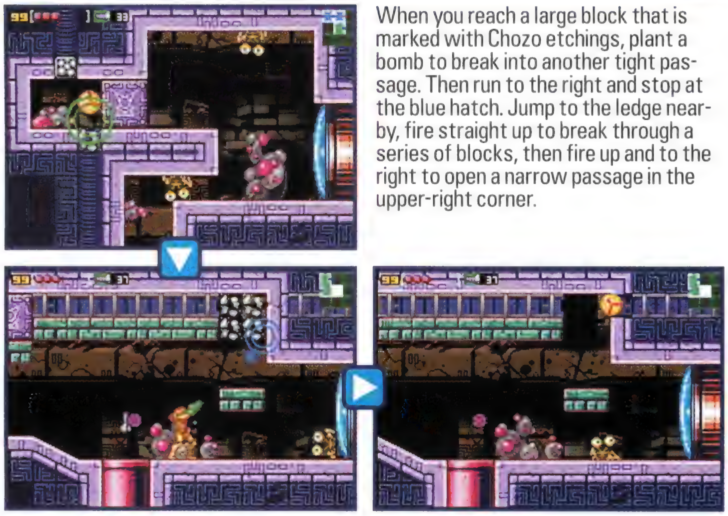
The area's left shaft appears to bottom out at a bridge over a lava pool. Blast open the bridge and fall. You'll discover that the lava is an illusion and that the shaft continues a long way down.

087 DROP INTO THE DRAIN



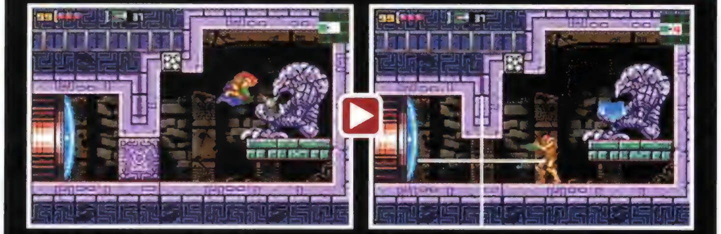
Two rooms into the long lower corridor, you'll find a weak block in the floor. It covers a dark, narrow passage. Plant a bomb to break the block, and fall into the lair's lower region.

088 DROP AND ROLL



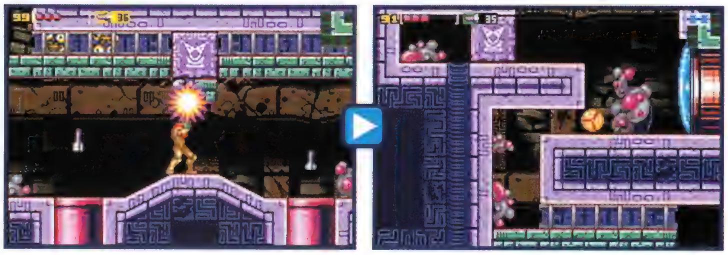
When you reach a large block that is marked with Chozo etchings, plant a bomb to break into another tight passage. Then run to the right and stop at the blue hatch. Jump to the ledge nearby, fire straight up to break through a series of blocks, then fire up and to the right to open a narrow passage in the upper-right corner.

089 unknown item # 2



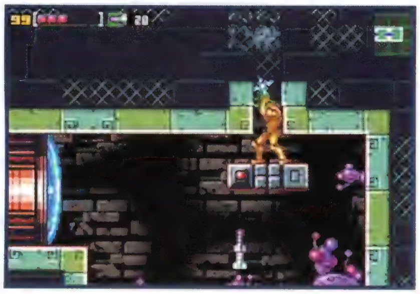
By rolling through the tight passage in the ceiling, you'll gain access to a Chozo Statue that holds an unknown item. You won't be able to use the item to its full extent yet, but you will be able to use it to break blocks.

090 OPEN ACCESS TO THE NARROW PASSAGE



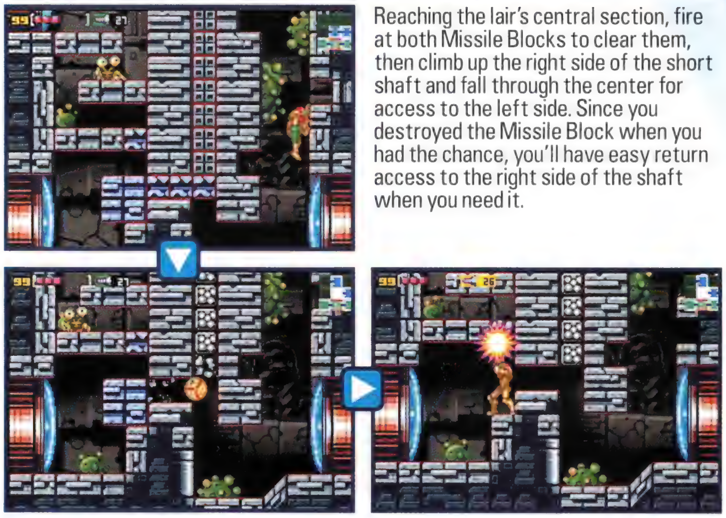
With the unknown item activated, return to the corridor to the left, stand between the pipes and use missiles to clear the way to the tunnel in the ceiling. Climb into the tunnel and roll left, then jump up to a hatch on the right.

091 SHOOT THE CEILING



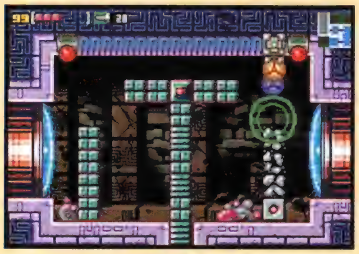
After you record your progress in the save room, run to the right, hop onto a platform near the ceiling and fire upward to open up a path to the next corridor.

092 CROSS OVER BLOCK BARRIERS



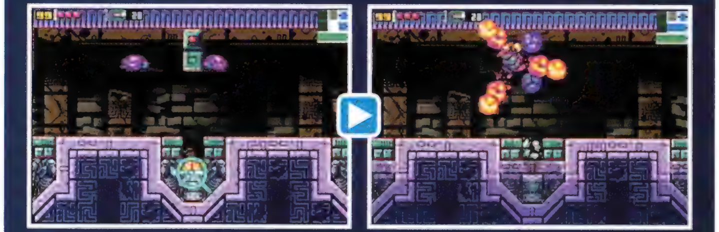
Reaching the lair's central section, fire at both Missile Blocks to clear them, then climb up the right side of the short shaft and fall through the center for access to the left side. Since you destroyed the Missile Block when you had the chance, you'll have easy return access to the right side of the shaft when you need it.

093 SLIDE IN BALL FORM

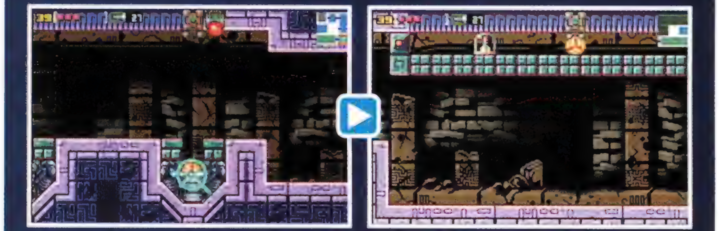


The room that leads to the lair's central shaft has a tight squeeze at the top and a sliding apparatus. If you want to cross to the other side of the room, make sure that the apparatus is on your side of the room, roll up on one of the room's columns and plant a bomb. You'll pop up, attach to the mechanism and slide across on it.

094 missile tank

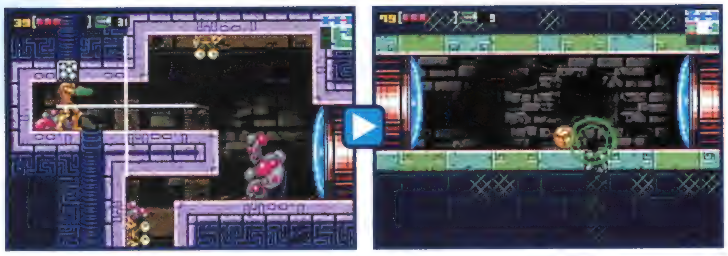


There are three small barricades on the ceiling of the long corridor that runs to the area's left edge. Bomb the floor under the barricades to reveal launchers, then rocket up to clear away the blocks. You'll also have to clear away the enemies.



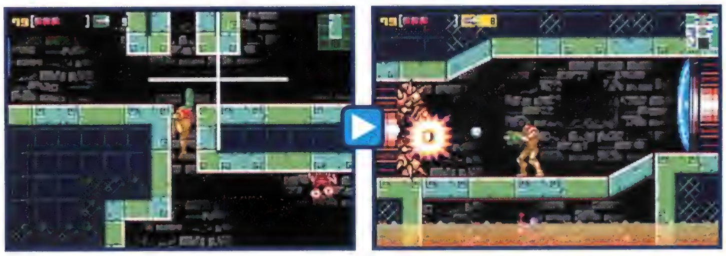
You'll find another launcher under the sliding apparatus on the right end of the corridor. Use it to propel yourself to the apparatus, then ride in ball form to the left end of the corridor to collect a Missile Tank.

095 OPEN A MIDDLE PASSAGE



Near the area's left edge, fire on the large Chozo Block, then run to the right, through the corridor. After you save your progress, run to the right again, use a bomb to open a hole in the floor and drop to the area's lower reaches.

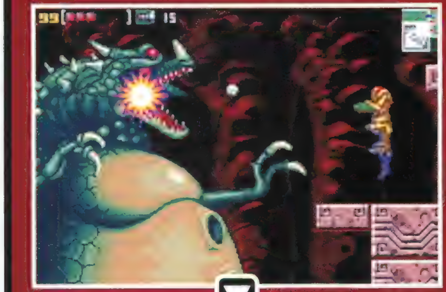
096 FIRE AS YOU FALL



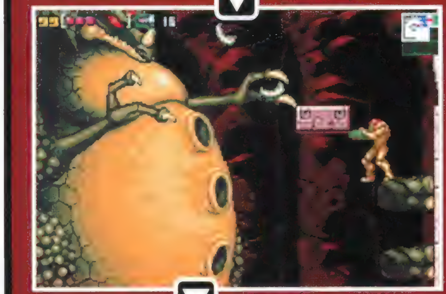
As you drop, straighten out, fire left to break a large block, then grab on to the ledge. If you miss the ledge, you can run around to the right, then to the left again to grab it. After you advance, fire a missile at the eye that guards the boss's hatch.

097 boss: kraid

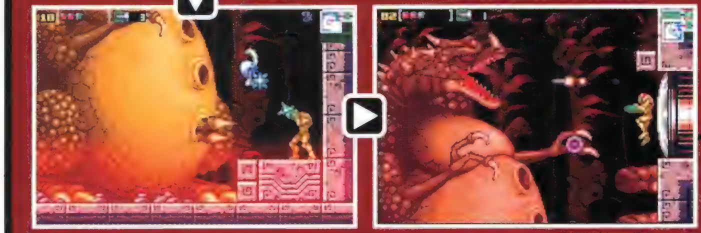
The first of two huge guardians that you'll battle before you can reach the Mother Brain is a two-story behemoth—a monster among monsters. Feed Kraid missiles to achieve explosive results.



Start by aiming at the creature's forehead. After a direct hit, Kraid will open wide. Fill the monster's mouth with missiles. After Kraid closes its mouth, use missiles to open it again and continue your attack.

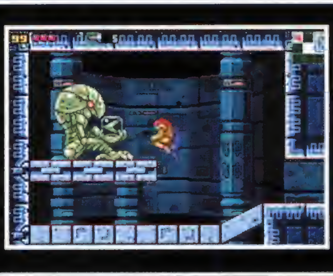


After Kraid knocks you to the ground, the beast will fire claws from its belly. Use the claws as platforms to climb back to the top of the arena. Also, fire at the monster's small boomerang-like projectiles to reveal energy and missiles.



After you've injured the monster, it will charge, crushing the last platform. Stay on the top claw, near the hatch, as you jump up and fire into Kraid's mouth. When the claws disappear, wait for Kraid to release more of them, then climb them to the top and repeat the process.

098 speed booster



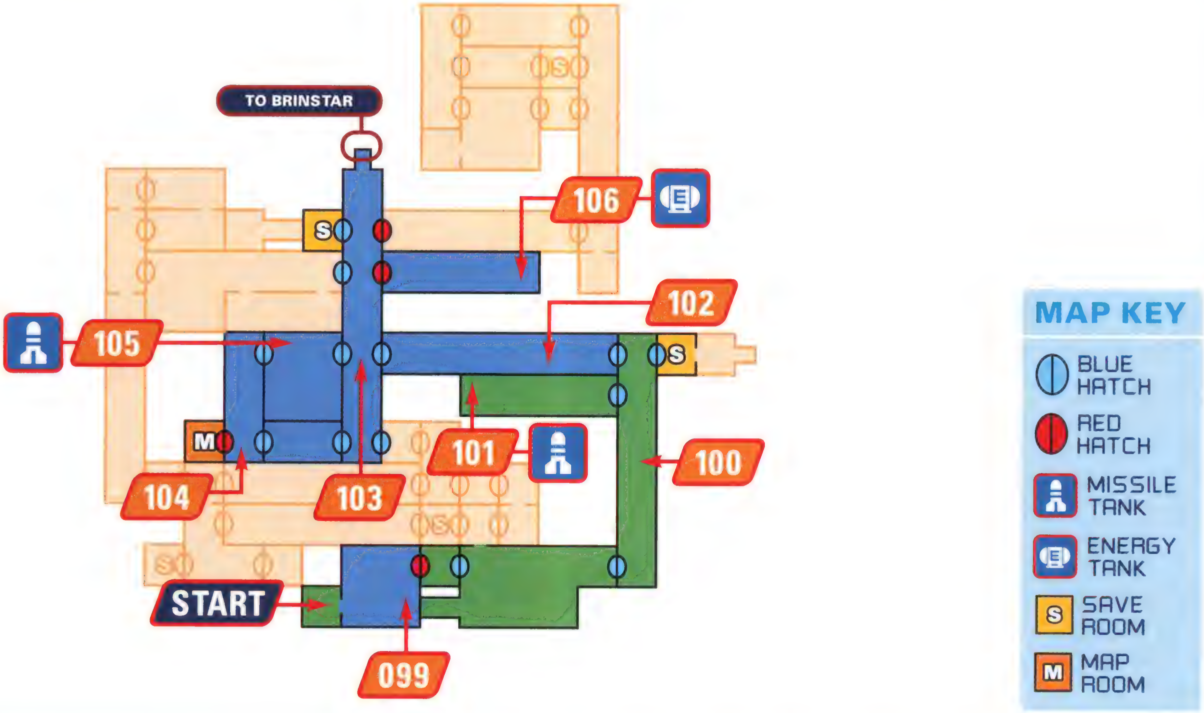
After you've done away with Kraid, use bombs to destroy the blocks in the arena's lower-left corner and blast through to the room where you'll find the Speed Booster. The item will allow you to blow through certain blocks and enemies after you've charged up with a running start.

MISCELLANEOUS UPGRADE:

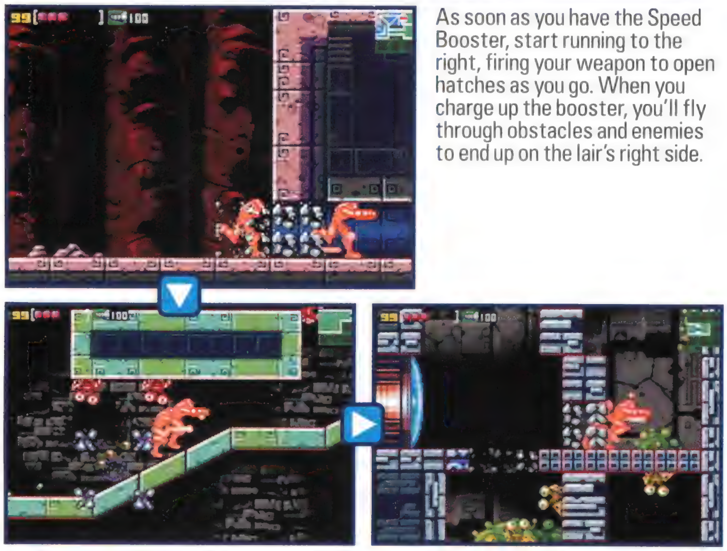
hi-jump

The Hi-Jump is the ultimate tool for collecting items that were once out of reach. Not only will it allow you to jump higher, but it will give you the ability to hop while in Morph Ball form—it's perfect for navigating uneven tunnels.

kraid

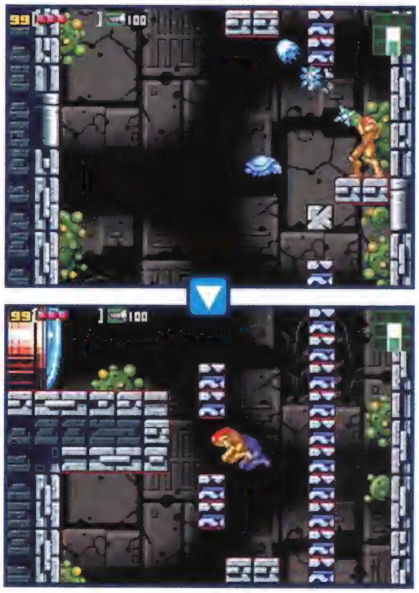

TO BRINSTAR
106
102
105
101
100
104
103
START
099
S
M
MAP KEY
BLUE HATCH
RED HATCH
MISSILE TANK
ENERGY TANK
SAVE ROOM
MAP ROOM

099 BOOST FROM LEFT TO RIGHT



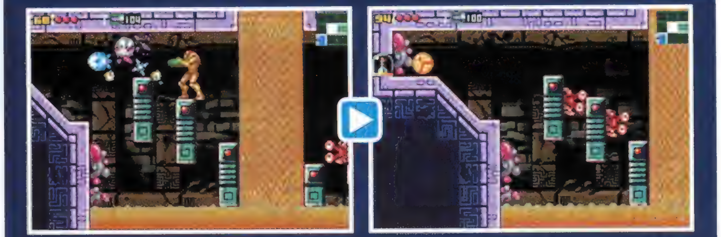
As soon as you have the Speed Booster, start running to the right, firing your weapon to open hatches as you go. When you charge up the booster, you'll fly through obstacles and enemies to end up on the lair's right side.

100 CLIMB AND CONQUER



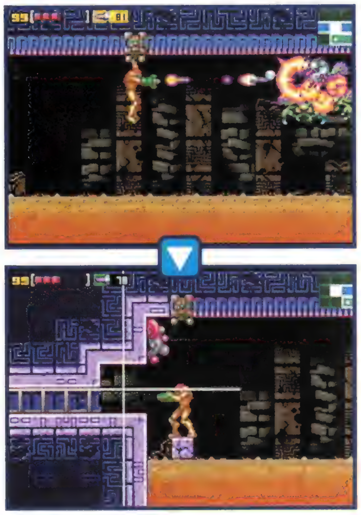
The shaft that runs through the lower-right side is filled with columns made from reformable blocks. Blast holes in the columns to use them as platforms that let you climb to the top of the shaft.

101 missile tank



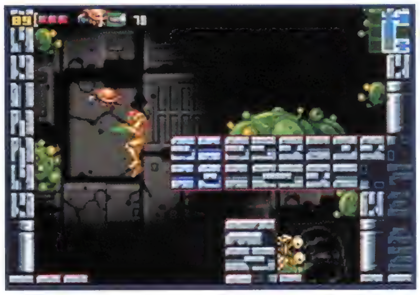
There's no avoiding the acid in the corridor that runs into the center of the lair. You'll jump through a flow on your way to the left side. Hit enemies from a distance to avoid damage, and find a tank in the left wall.

102 LOOK OUT BEHIND YOU!



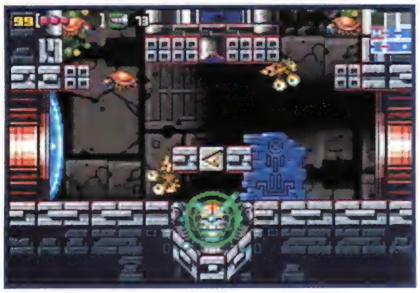
The path back to the main shaft is flooded with acid. The only safe passage is a track along the ceiling. While you use a carrying mechanism to slide left, a swarm of big bugs will pop out of the acid and follow you. Face right and fire missiles into the crowd. When you arrive at the left side, fire at a Chozo Block to gain access to a narrow passage.

103 EXPLORE THE CENTRAL SECTION



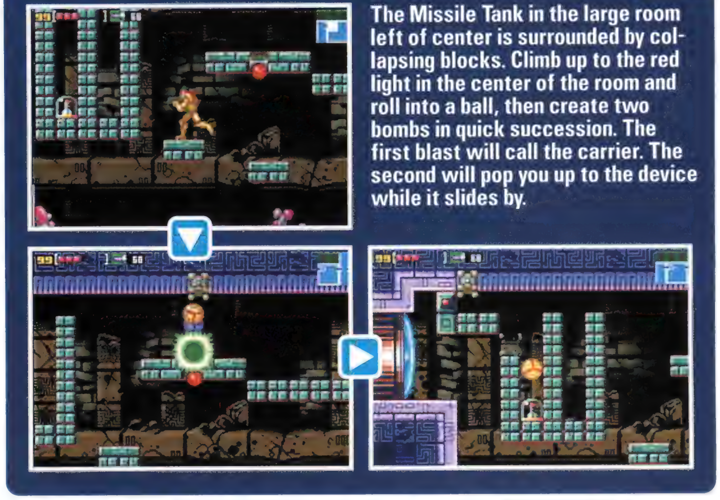
When you return to the main shaft, you could leave the lair, but there are more items to be found. Drop to the bottom of the shaft, destroying blue-tinted blocks along the way.

104 SHORT TAKEOFF



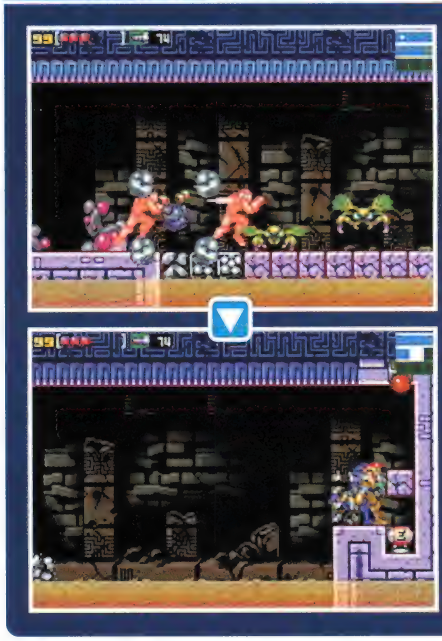
After you download the map of the lair, return to the short shaft to the right of the map room and drop into a Morph Ball launcher on the floor. Plant a bomb then fly to the top of the shaft.

105 missile tank



The Missile Tank in the large room left of center is surrounded by collapsing blocks. Climb up to the red light in the center of the room and roll into a ball, then create two bombs in quick succession. The first blast will call the carrier. The second will pop you up to the device while it slides by.

106 energy tank

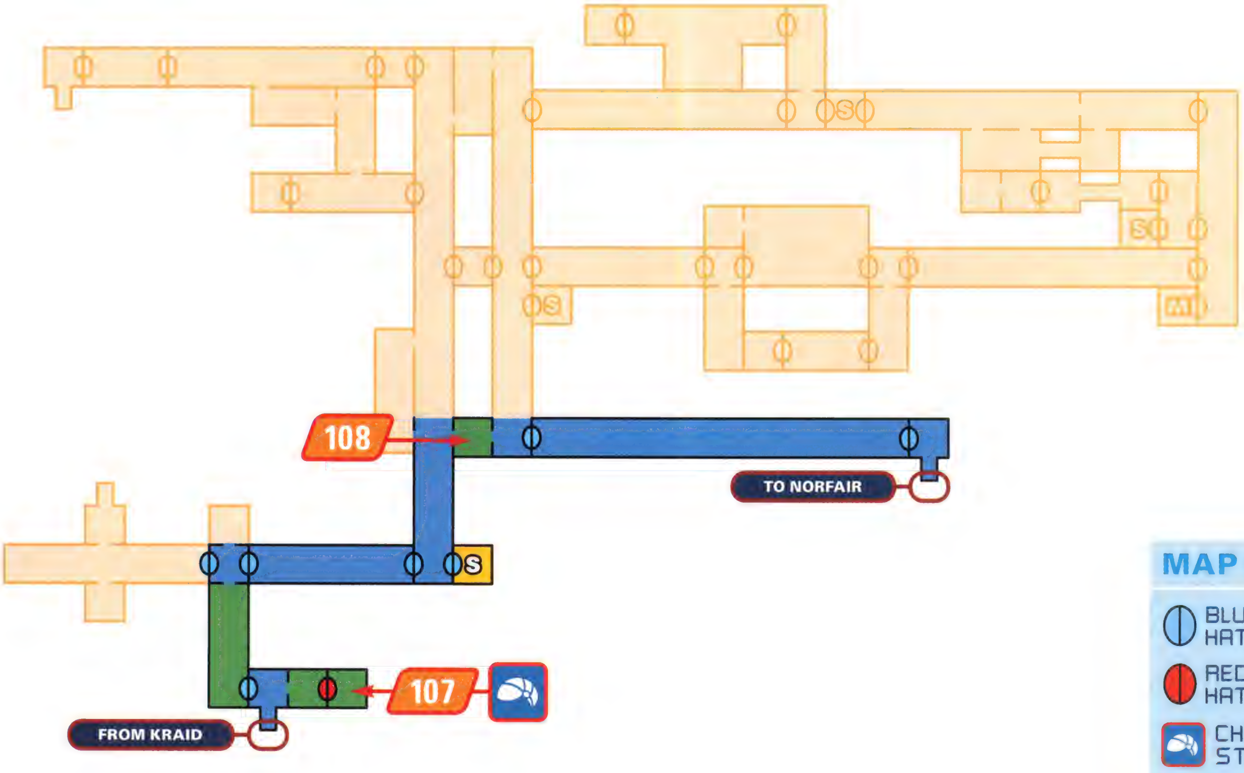


Speed is the key to collecting the lair's Energy Tank. Start running as soon as you enter the corridor. The Speed Booster will charge up as you reach the breakaway blocks. When you arrive at the end of the runway, jump. You'll fly into a wall of blocks that break under the influence of the Speed Booster, and you'll gain access to the tank.

RIDLEY GETS THE CALL

As you ride the elevator out of Kraid's lair, you'll witness a cut scene that shows Ridley's arrival—one guardian down, one to go.

brinstar



MAP KEY

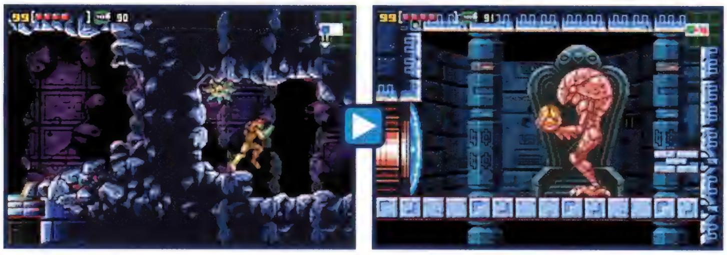
BLUE HATCH

RED HATCH

CHOZO STATUE

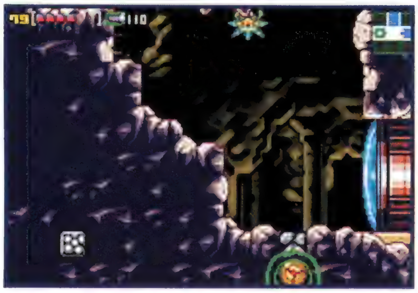
S SAVE ROOM

107 RIDE STRAIGHT UP AND HEAD RIGHT



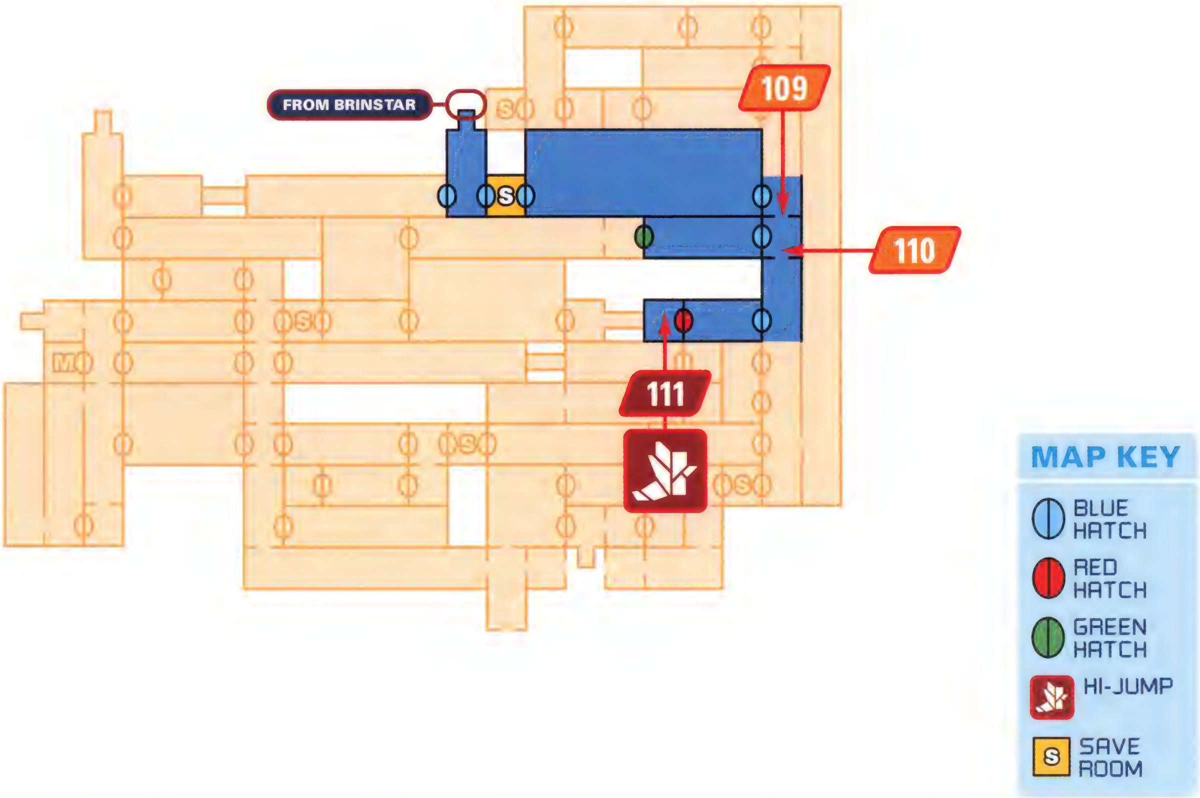
When you arrive at the top of the elevator shaft, the right wall will fall apart, giving you access to a Chozo Statue at the end of a short corridor. The statue will point you toward the Hi-Jump upgrade.

108 LOW SHAFT SHORTCUT

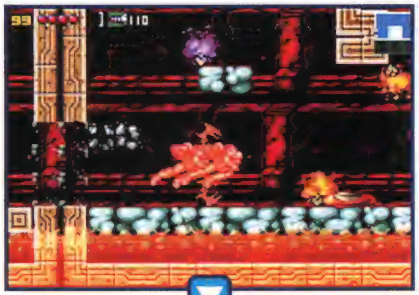


The Hi-Jump is in Norfair. On your way through Brinstar to the lower-right region of Zebes, you can avoid some shaft negotiation by taking a shortcut. Climb up Brinstar's left main shaft to the hidden passage on the right wall, where you discovered a Missile Tank. Continue to the right until you reach the lower-right corridor.

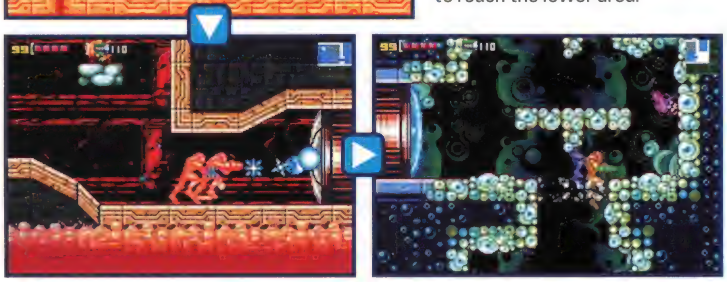
norfair



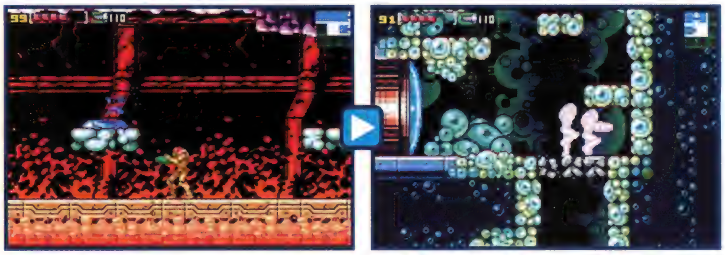
109 BOOST AND BREAK



After you arrive in Norfair, run through the save room and build your Speed Booster. When you reach the end of the ledge in the next room, kneel to stop then tap A and press Right to fly through the walls. Shoot the blue hatch as you go to enter the next corridor still charged. You'll break a series of blocks in the floor of the shaft. Drop through the gap to reach the lower area.

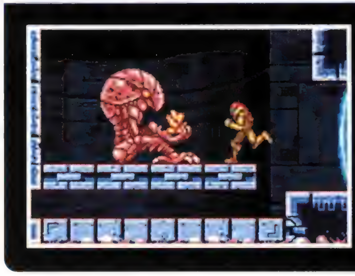


110 ANOTHER BARRIER, ANOTHER BOOST



You'll reach another booster barrier in the middle of the shaft. Run left and clear the corridor of enemies and blocks. Freeze the pods that lob shots, then run to the right, build your booster and blaze through the barricade.

111 hi-jump



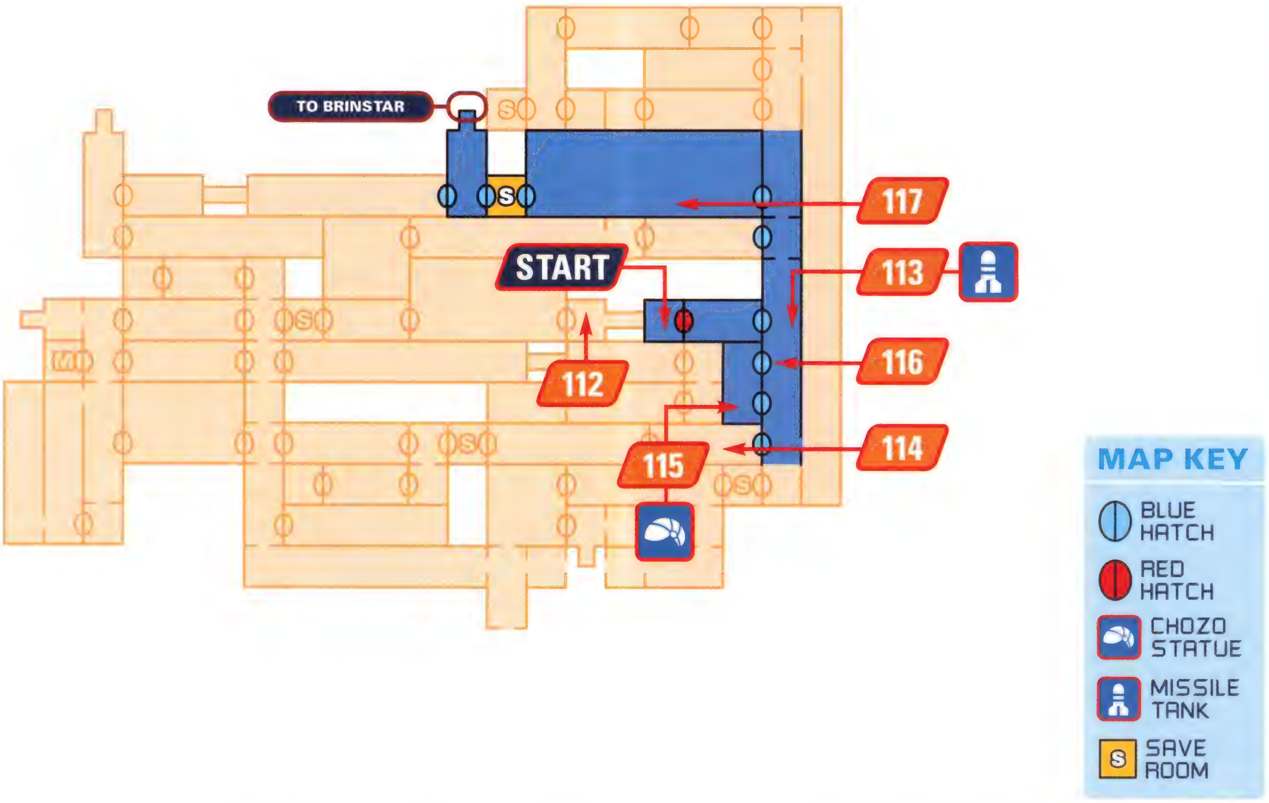
The Hi-Jump is on the left side of a corridor that is loaded with flying enemies. After you clear the corridor, you'll be free to collect the item. Use it to leap large and hop in ball form.

SUIT UPGRADE:

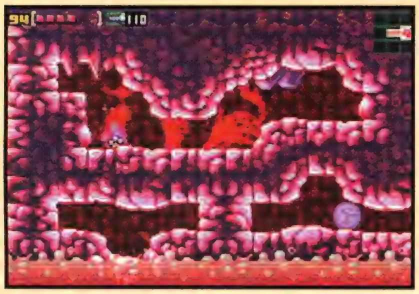
varia suit

Once you suit up with the Varia, you'll be able to withstand the heat of the planet's hottest corridors and acid baths. Look for it in the highest section of Brinstar, above the top corridor that appears on the in-game map.

norfair

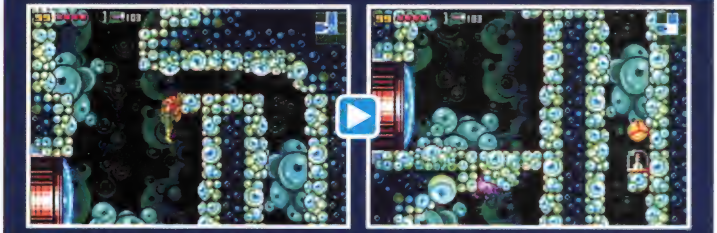

TO BRINSTAR
START
117
113
116
112
115
114
S
MAP KEY
BLUE HATCH
RED HATCH
CHOZO STATUE
MISSILE TANK
S SAVE ROOM

112 TOO HOT TO HANDLE



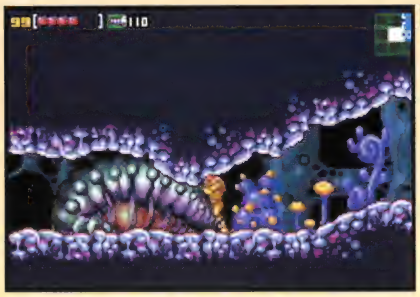
You can access a new area by rolling under the Chozo Statue that held the Hi-Jump, but the hot air there is damaging. Return to the area once you have the protective Varia Suit.

113 missile tank



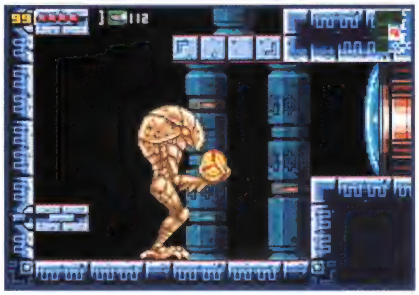
You'll make use of the Hi-Jump as soon as you reach the right shaft. Leap to the tall ledge and pull yourself up to the right side of the shaft. Roll through the narrow opening and drop to a Missile Tank.

114 LARVA BLOCKADE



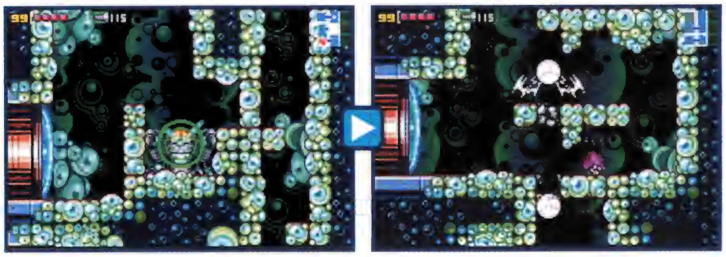
After you fall as far as you can then run to the left, you'll encounter the back end of a large larva that you'll battle later, once you have right equipment. Return to the shaft and climb up.

115 ANCIENT ADVICE



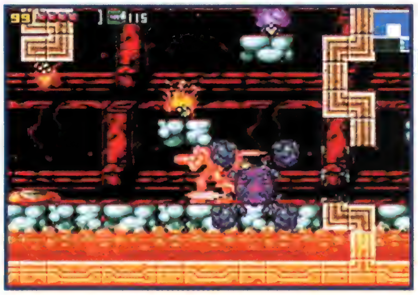
You'll find a Chozo Statue in the labyrinthine lower-right section of Norfair. After you roll into the statue's arms, it will show you the location of the Varia Suit and restore you to full adventuring health.

116 SPEEDY ASCENT



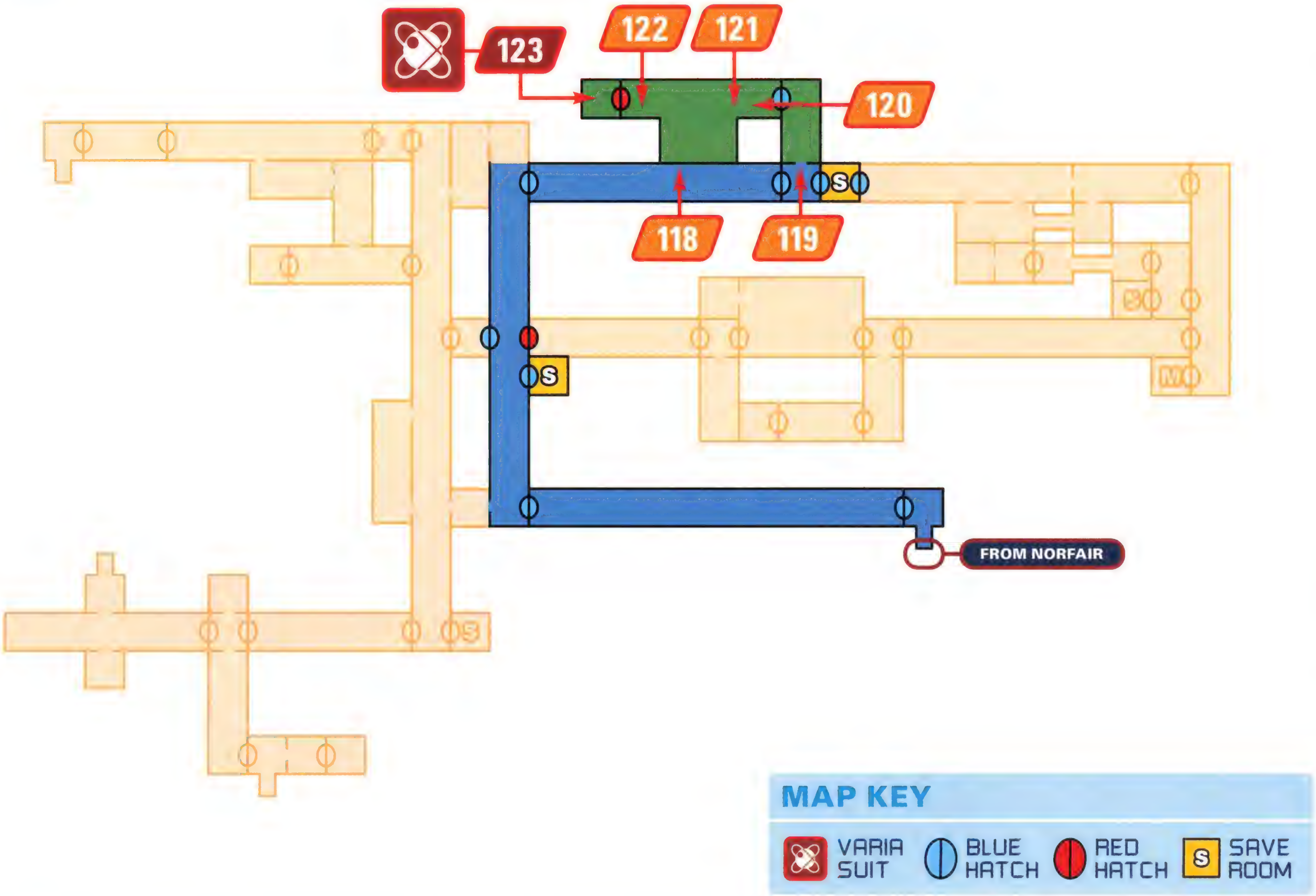
With a new destination showing on your map, climb up then run right to the next shaft. There, you'll find a Morph Ball launcher. Use it to blast off to the shaft's upper half.

117 RUN BACK TO BRINSTAR

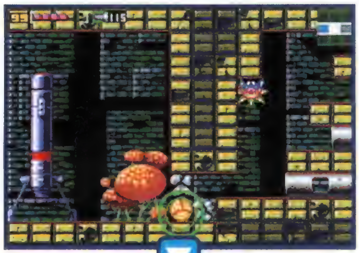


The large room that has wiggly walls is filled with blocks that break under the power of the Speed Booster. Starting at the right end of the corridor, run to the left and scream all the way to the left side. Jump before you reach the end of the runway to avoid falling into the lava.

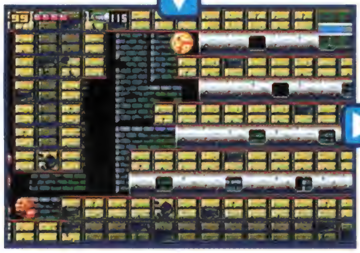
brinstar

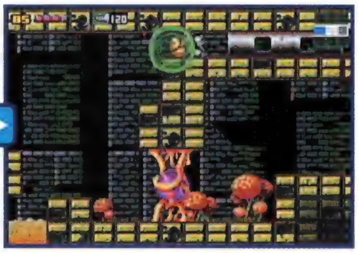


118 ON A ROLL

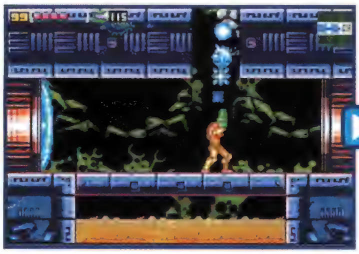


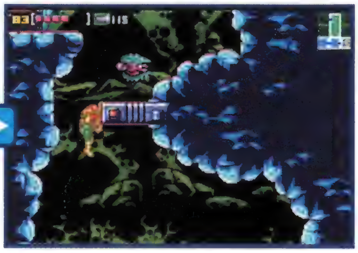
When you reach Brinstar's upper area, run right, hit the red stripe on the second steel pole to make the pole rise out of the way, then roll and bomb through a blockade. Your ability to jump in Morph Ball form will be put to the test as you bounce up to the top pipe in a stack of four. Farther to the right, you'll roll through another high pipe to avoid an organic barrier.





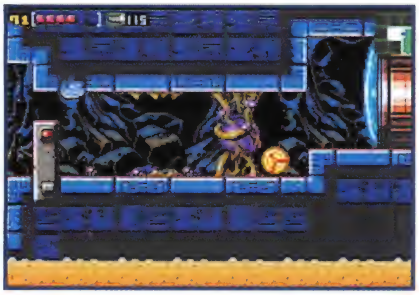
119 CLIMB INTO THE UNKNOWN





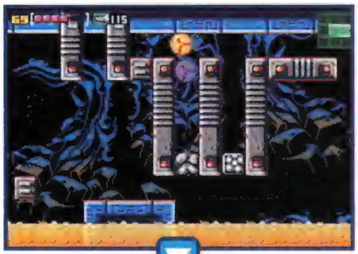
Record your progress then return to the corridor-connecting room to the left. From there, fire into the middle of the ceiling and climb. When you get to the next room up, start on the right side, make a short run to the left and jump to the ledge.

120 WATCH THEM WITHER

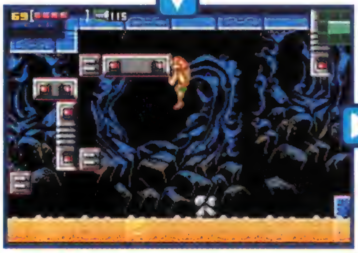


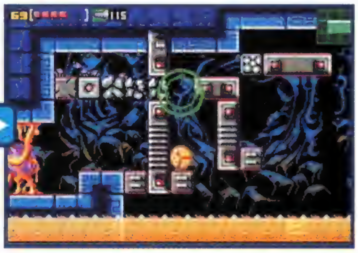
A pair of living barriers blocks the path left. Stand close to the right barrier and watch as a group of parasites eats through both barriers on its way to you. Roll along the floor to gather up the parasites, then destroy them with bomb blasts.

121 MORPH BALL HOP

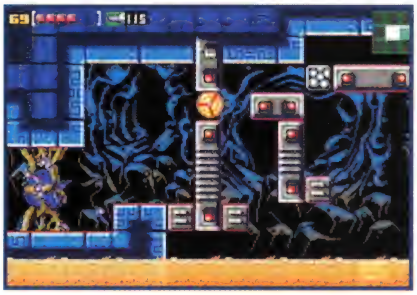


As you continue your run to the left, jump and roll into the path near the ceiling. When you fall between columns, you'll land on a breakaway block. Hop up and roll left before you fall into the acid. When you reach the solid barrier, hop and bomb a block to set off a chain reaction that will open a hole to the left.



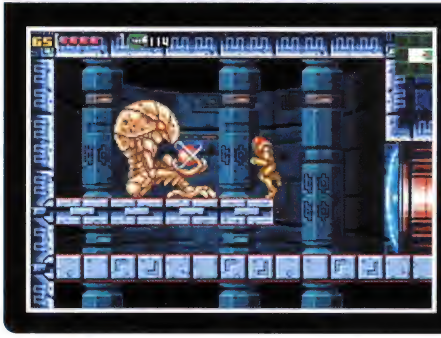


122 TRANSFER PARASITES

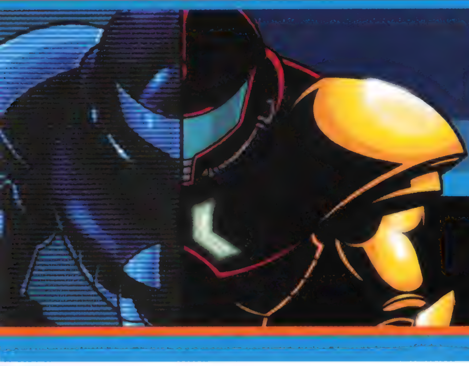


You'll find another living barrier outside of the room that holds the Varia Suit. The parasites in the area will naturally gravitate toward the barrier, but you can help them along by picking them up and rolling close to it. They'll transfer over to the pulsing organism and devour it.

123 varia suit



The Varia Suit is your upper-Brinstar prize. After you collect it, you'll be able to swim through acid (but not lava) and withstand high temperatures.

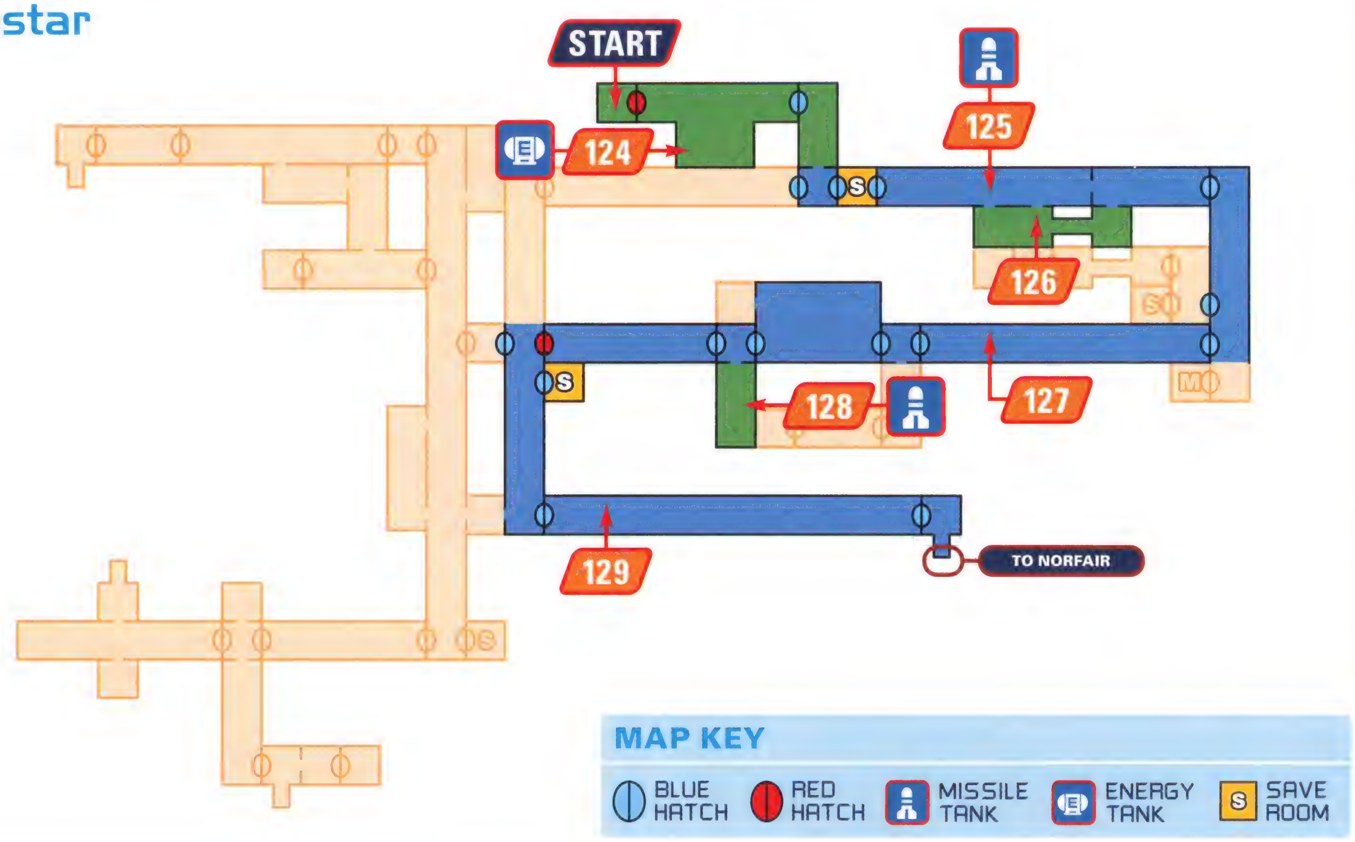


BEAM UPGRADE:

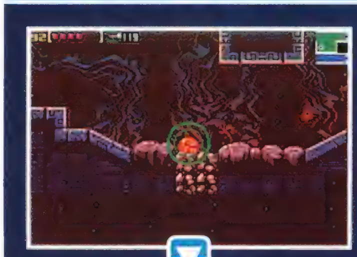
wave beam

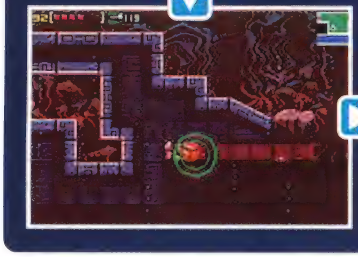
The Wave Beam in the original Metroid game released shots that flowed in a wide-arcing wave pattern. The redesigned weapon fires scattershot blasts that seep through the scenery, letting you target enemies on the other side of walls and rock formations.

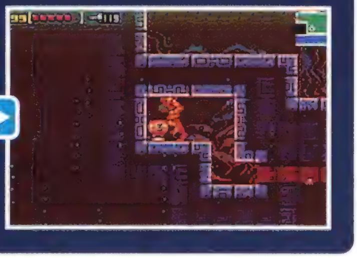
brinstar


START
124
125
126
127
128
129
S
M
TO NORFAIR
MAP KEY
BLUE HATCH
RED HATCH
MISSILE TANK
ENERGY TANK
S
SAVE ROOM

124 energy tank

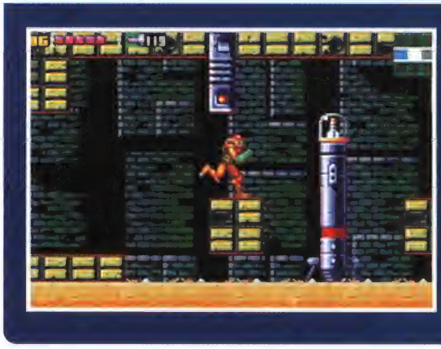






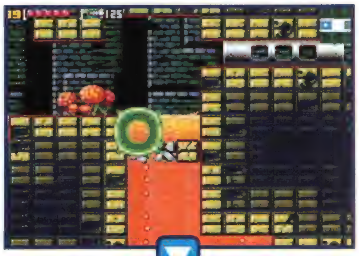
The protection of the Varia Suit will allow you to explore the depths of acid pools. Drop into the acid on your way out of the area and bomb the floor. You'll discover a blastable path to the left that will take you to an Energy Tank.

125 missile tank

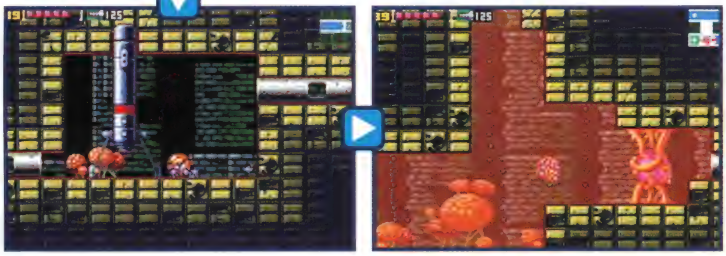


Returning to the corridor that cuts through Brinstar's upper-right section, you'll find a Missile Tank on a pedestal. Collect it before you take another swim in the acid.

126 PARASITE DELIVERY



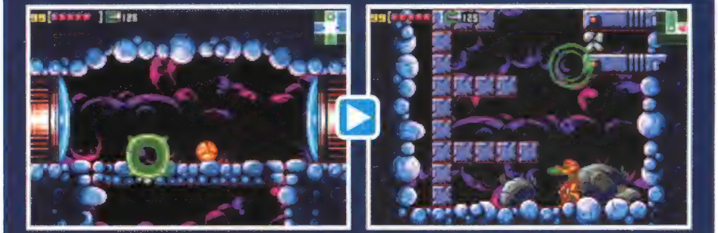
An organic barrier blocks your path in the middle of the acid pool. Clear away one or two of the blocks just below the surface, then jump up, roll to the right and make your way to a group of parasites by blasting the red stripe on a rising gate. Roll on the ground to collect the parasites, then deliver them to the barrier creature. If you haven't blasted the blocks yet, be sure not to expose the parasites to a bomb blast.



127 CHARGE BEAM BEAST

Brinstar's middle corridor is one of the main haunts of the creature that holds the Charge Beam. If you haven't defeated it yet, you'll find it again on your way through the area.

128 missile tank

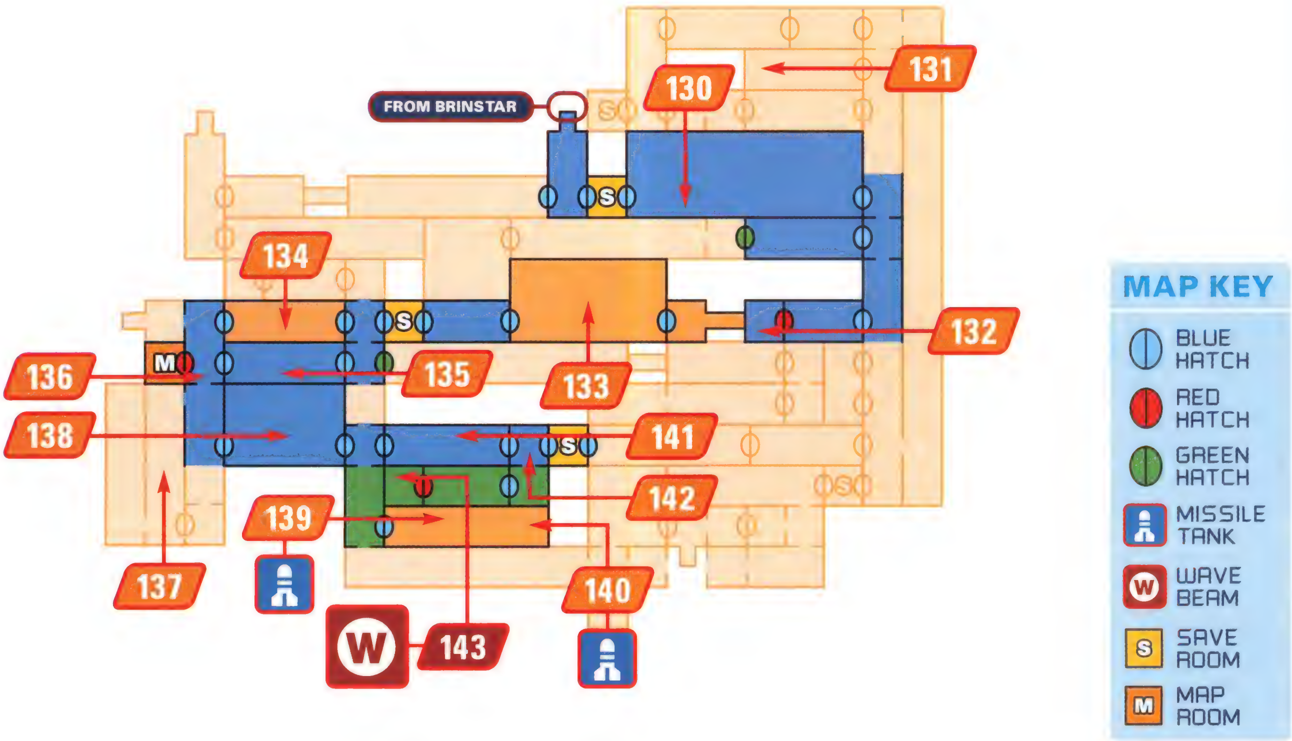


If you didn't collect the Missile Tank below the middle corridor earlier, you'll have an easy time of getting it using the Power Grip and the Hi-Jump. Bomb the blockade, then jump up to the prize.

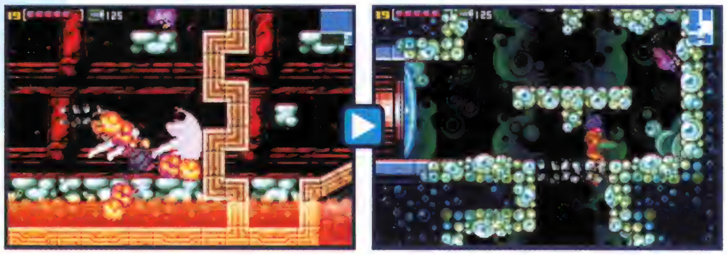
129 CHARGE BEAM BEAST (AGAIN)

The Charge Beam beast will not let up until you defeat it. If you don't have the Charge Beam yet and want to finish the game with 100% of the items, defeat the beast here—you won't have another chance.

norfair

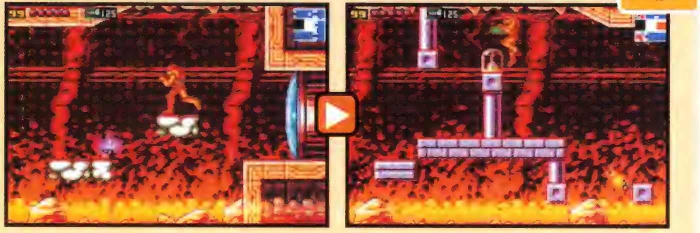

FROM BRINSTAR
130
131
132
133
134
135
136
137
138
139
140
141
142
143
S
M
W
MAP KEY
BLUE HATCH
RED HATCH
GREEN HATCH
MISSILE TANK
WAVE BEAM
SAVE ROOM
MAP ROOM

130 ROCKET THROUGH BARRIERS



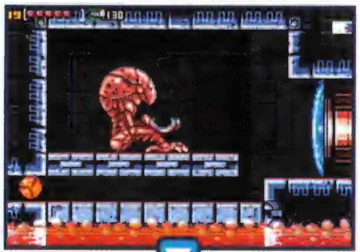
As you advance through your mission, you'll master the Speed Booster and fly through Speed Booster blocks intuitively. After you drop into Norfair, run right, build your booster and blast through all barriers at lightning speed.

131 HOT ROCKET

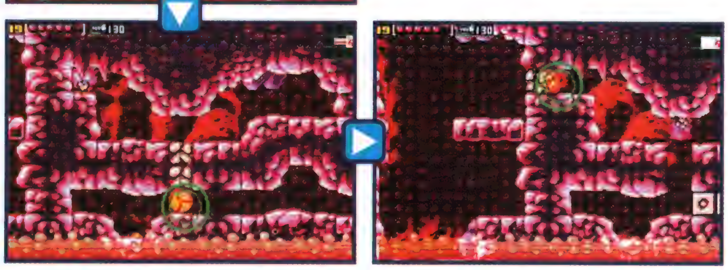


A detour through a warm room in Norfair's upper-right area will net you a Missile Tank. You can collect the item on your way to the Wave Beam, or later, when it's in your direct path.

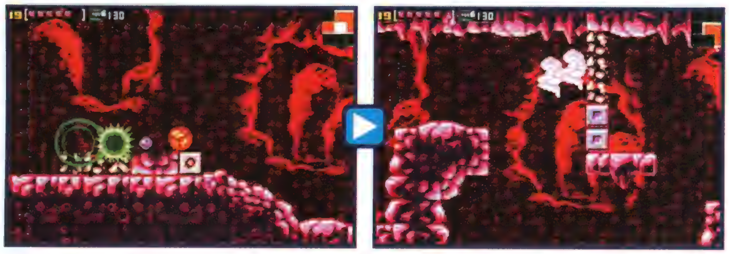
132 BEYOND THE CHOZO STATUE



Use the Speed Booster to descend into Norfair's middle-right section and return to the Chozo Statue that gave you the Hi-Jump. After you restore your energy and missile supplies, roll under the statue and into the very hot room, blast through the middle of a rock formation, jump up and move left. Continue to bomb and jump until you reach the next blue hatch.

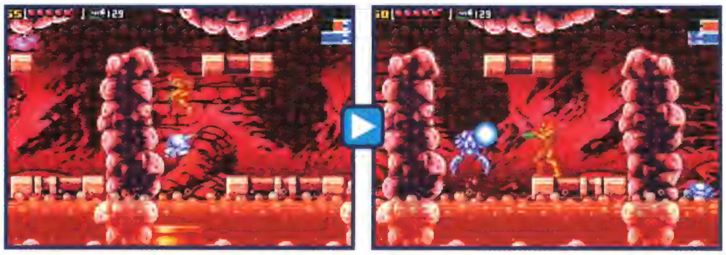


133 CLEAR THE RUNWAY THEN TAKE OFF



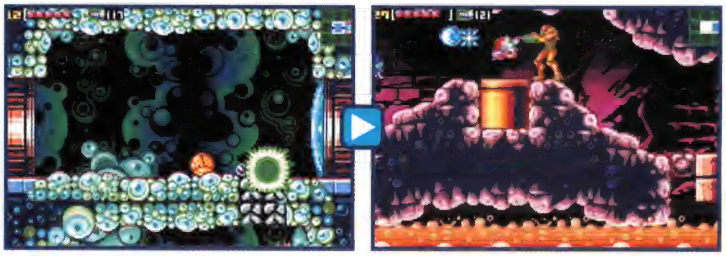
A pile of rocks makes for an uneven surface. Shoot and bomb the rocks to cut down to the flat ground. Return to the right then run left and jump when you reach the edge. You'll boost through a barrier and land on the far ledge.

134 BOUND OVER THE BARRIER



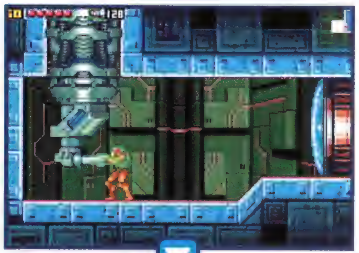
If you choose the high road, you'll deal with lava and high walls. While it's possible to roll through the passages near the ceiling then straighten out and grab the walls as you fall, it's easier to freeze enemies and use them as steps.

135 DROP AND FIGHT

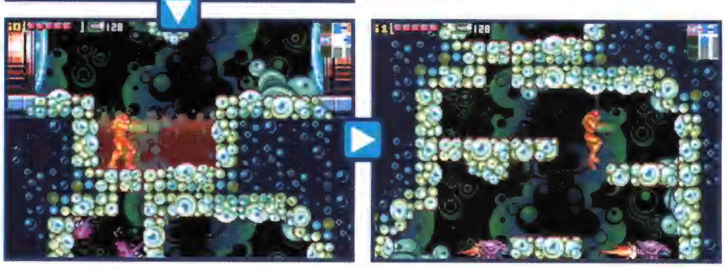


If you choose the low road, create a hole in the area between two blue hatches, drop and run to the left. On your way you'll encounter a large concentration of enemies that pop out of pipes. Blast them and collect their items.

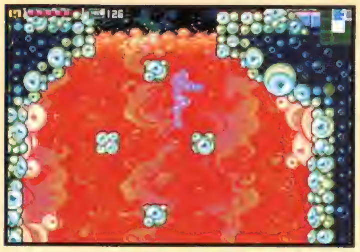
136 IT LOOKS LIKE LAVA, BUT IT'S NOT!



After you download the Norfair map on the far left end of the corridor, return to the right and drop into what looks like a lava pool. As soon as you take the plunge, the substance will disappear, leaving you to explore Norfair's lower-left depths. Jump and blast as you go.

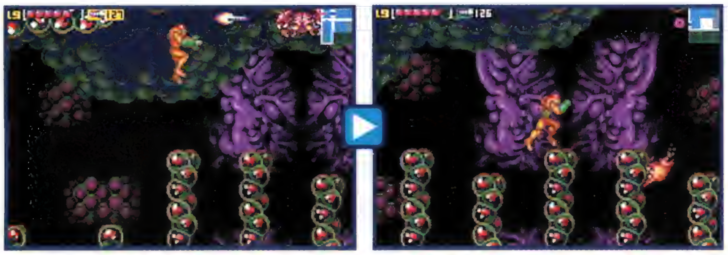


137 TANKS IN THE MUCK



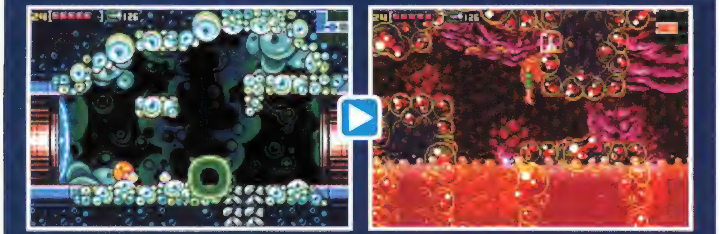
If you explore the lava-filled passage that runs through Norfair's lower-left corner, you'll find a pair of tanks in the damaging hot stuff. You'll have enough energy to get the items, but not to emerge from the lava. Return to the area once you have more Energy Tanks or the Gravity Suit.

138 HOPPING-MAD CORRIDOR



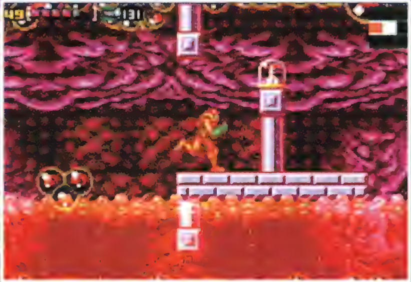
The path through Norfair's lower-middle section is made up of natural columns that rise from the lava. As you hop from one column to the next, blast enemies to keep them from knocking you into the searing liquid.

139 missile tank



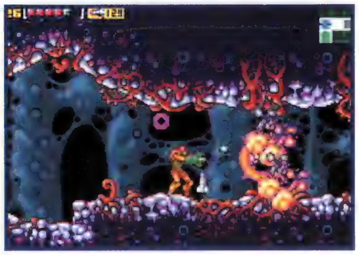
When you reach the one-screen-wide room, blast through the floor, drop and move to the right, through a hot-air corridor. Halfway through, you'll uncover a Missile Tank by firing at the wall.

140 missile tank



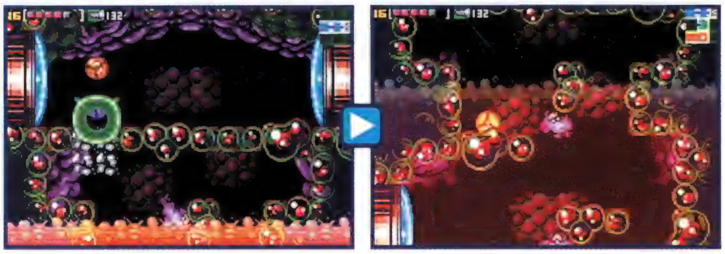
A Missile Tank sits on a pedestal on the right end of the lower-middle corridor. Grab it, then turn around and continue your adventure.

141 TAKE DOWN THE TENTACLES



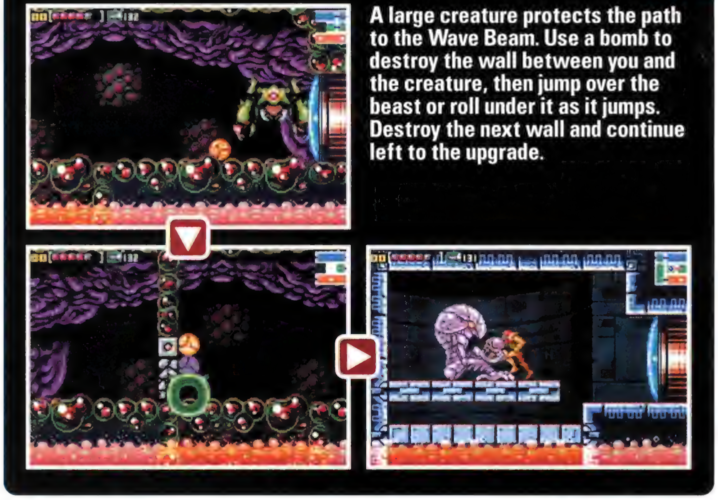
Stinging vines curl out of the floor and hang from the ceiling of the long corridor that leads to the save room. Hit the vines with your beam and use missiles to destroy the enemies that are caught in the vines.

142 FALSE LAVA FALL

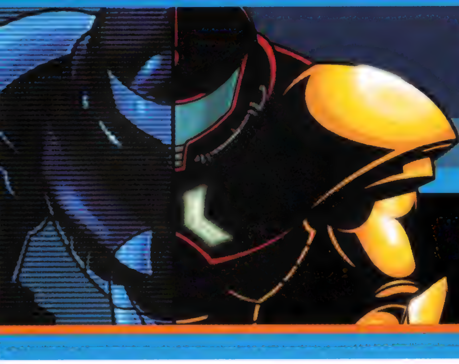


After you record your progress, run one room to the left and blast through the floor. You'll fall into what looks like lava but turns out to be an illusion. Drop to the bottom of the short shaft, then proceed to the left.

143 wave beam



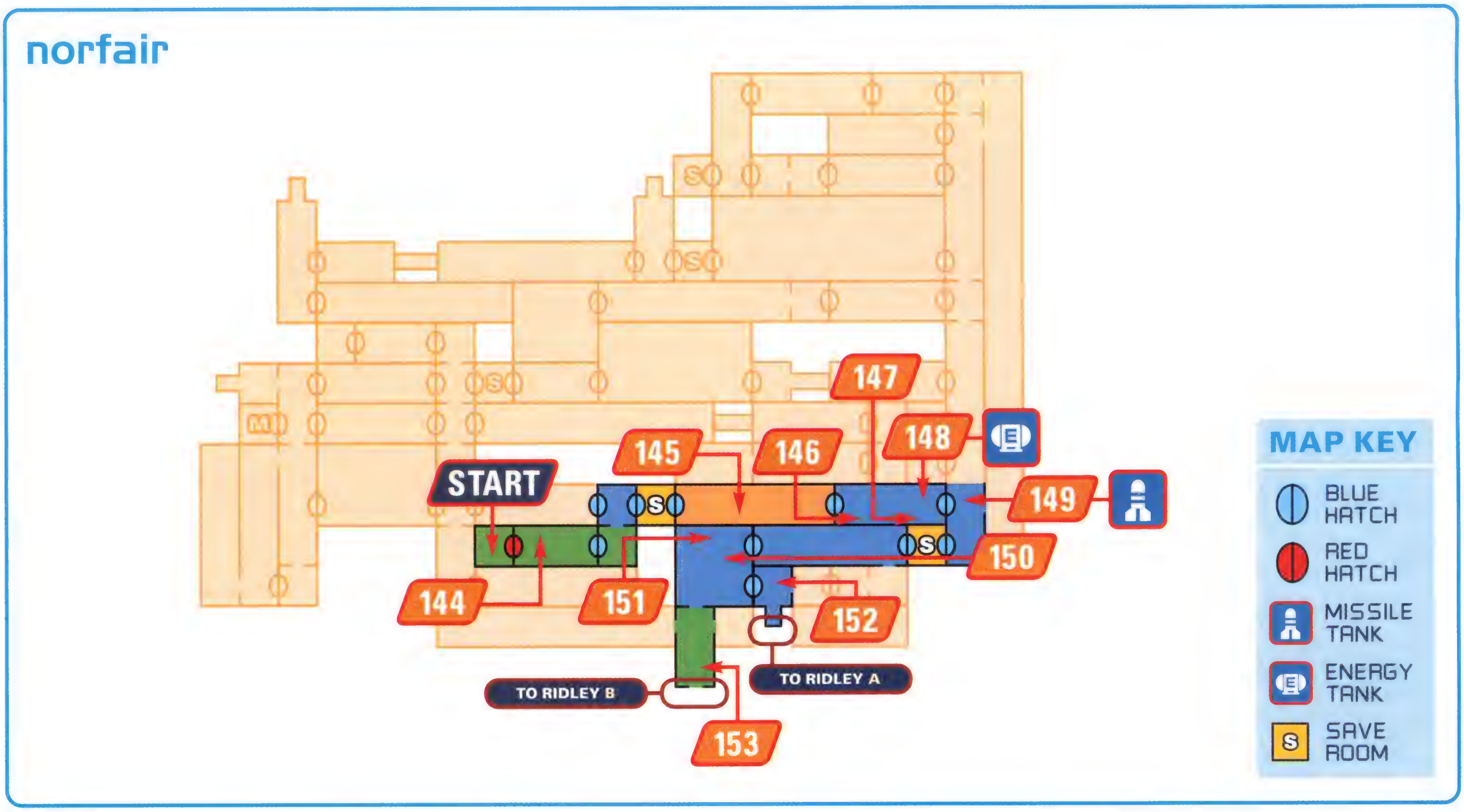
A large creature protects the path to the Wave Beam. Use a bomb to destroy the wall between you and the creature, then jump over the beast or roll under it as it jumps. Destroy the next wall and continue left to the upgrade.



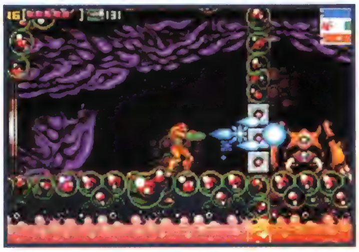
MISSILE UPGRADE:

super missile tank

Green hatches and reinforced wall sections will no longer be bothersome once you collect your first Super Missile Tank. You'll earn it after defeating a beelike miniboss in the upper section of Ridley's lair.

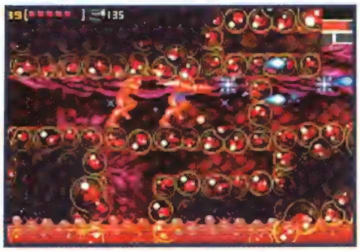

norfair
START
144
145
146
147
148
149
150
151
152
153
TO RIDLEY B
TO RIDLEY A
S
M
MAP KEY
BLUE HATCH
RED HATCH
MISSILE TANK
ENERGY TANK
S SAVE ROOM

144 THE WAVE BEAM ADVANTAGE



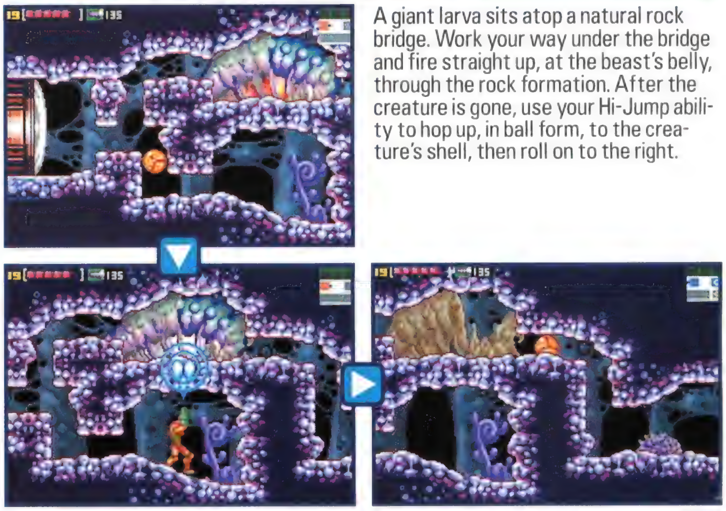
Returning from the room that held the Wave Beam, you'll see the large hopping creature waiting for you on the other side of the wall. Before you break the wall, use your newly acquired weapon to fire through the barrier and defeat the creature without getting hurt.

145 BLAST AND BOOST



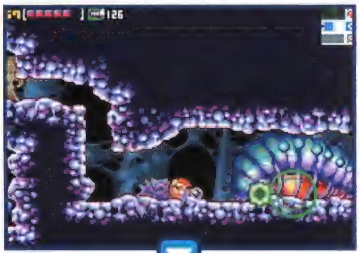
The long, hot corridor that cuts through the middle of lower Norfair is cluttered with blocks. Run to the right and blast as you go to break the blocks. Your Speed Booster will charge up and you'll blaze through a pair of Speed Booster Blocks near the end of the corridor.

146 LET LOOSE ON THE LARVA

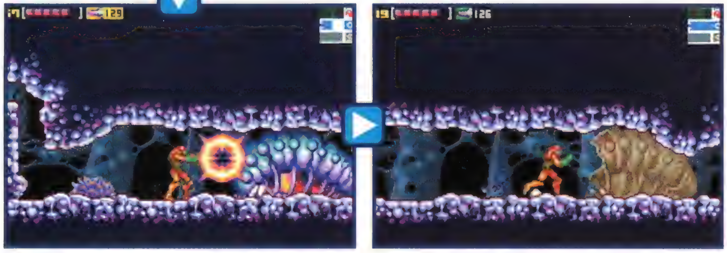


A giant larva sits atop a natural rock bridge. Work your way under the bridge and fire straight up, at the beast's belly, through the rock formation. After the creature is gone, use your Hi-Jump ability to hop up, in ball form, to the creature's shell, then roll on to the right.

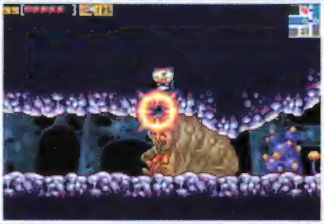
147 WAR OF THE WORM



The second monster larva will charge toward you. Fire at the beast to make it back up, then get close to it and plant a few bombs as it prepares to charge again. Roll left out of the way. Repeat the process until your bombs destroy the beast.

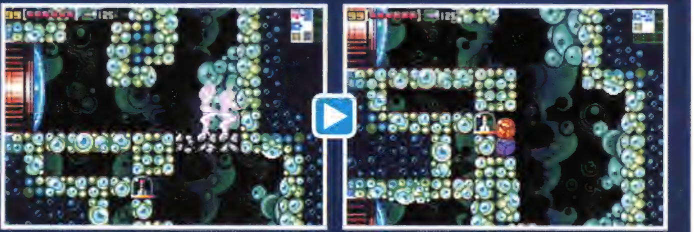


148 energy tank



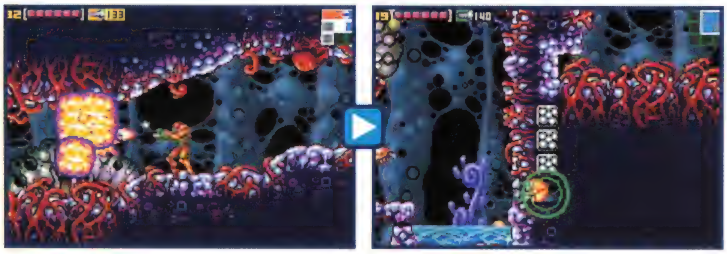
An Energy Tank rests above the second larva's shell. You can uncover it by shooting your beam through the ceiling. Forge a path to the tank by using a missile to destroy the block that sits below it.

149 missile tank



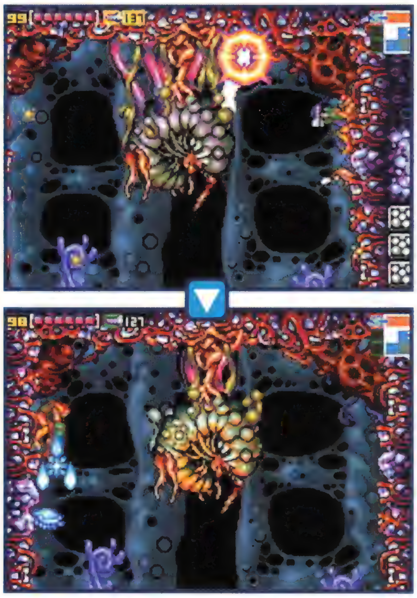
Starting left of the second larva's shell, run to the right and open the blue hatch as you go. You'll scream into the corridor, burn through the floor and gain access to a Missile Tank.

150 TACKLE TENTACLES AND DROP TO THE FLOOR



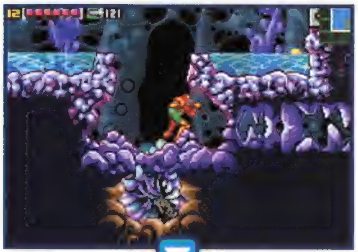
Run left, blasting tentacles with your beam and missiles. When you reach what appears to be the end of the path, take on Morph Ball form, roll to the left and fall through collapsing blocks and into a battle with a monster vine.

151 FREE THE LARVA

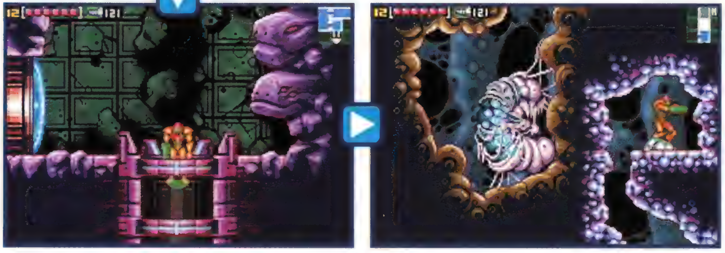


A giant larva hangs from the ceiling by beefy vines. You can hit the vines by running to the left or right side of the room, jumping straight up and releasing upward-angled missiles or charged beam shots. You can also get an angle on the vines by freezing the small armored creature that flies around the room and using it as a platform. When your platform begins to thaw, hop up and fire straight down to freeze it again.

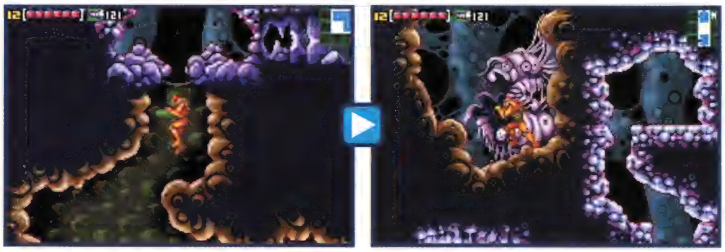
152 VENTURE TO RIDLEY'S LAIR



The fallen larva will grant you access to a passage that leads to the right. Run through the passage, take the elevator down to Ridley's lair and explore. You won't be able to get far without Super Missiles, however. You'll find a larva—the same creature that you freed from the vine—at the bottom of a tunnel on the other side of the wall. Return to Norfair to investigate.

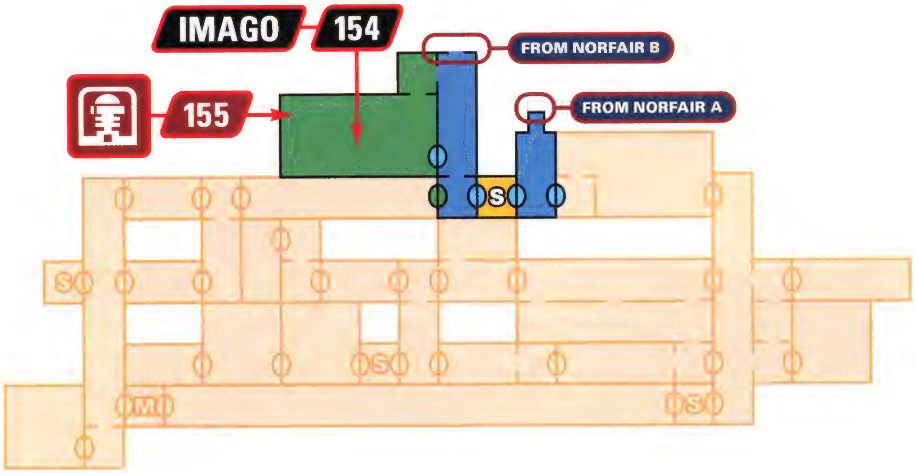


153 DROP IN FOR AN ALTERNATE ROUTE TO THE LAIR



After you take the elevator back to Norfair, run left and return to the place where you freed the larva. You'll find the opening of the larva's tunnel. Drop in, make your way to the left and fall through to Imago's hideout.

ridley

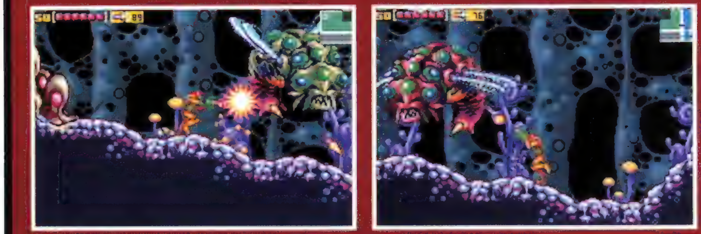


MAP KEY

- ◐ BLUE HATCH
- ◐ GREEN HATCH
- SUPER MISSILE TANK
- S SAVE ROOM

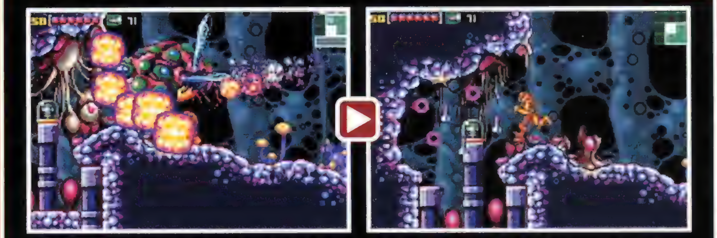
154 imago

As you run through the room that houses several small eggs, break the leftmost egg to trigger a battle against a miniboss, Imago. Hit Imago in the tail with missiles or charged shots.



Imago flies side to side through the long room. Chase it and hit it in the tail with missiles or charged beam shots. Aim straight to the right while running downhill. Aim up and left while running uphill.

155 super missile tank

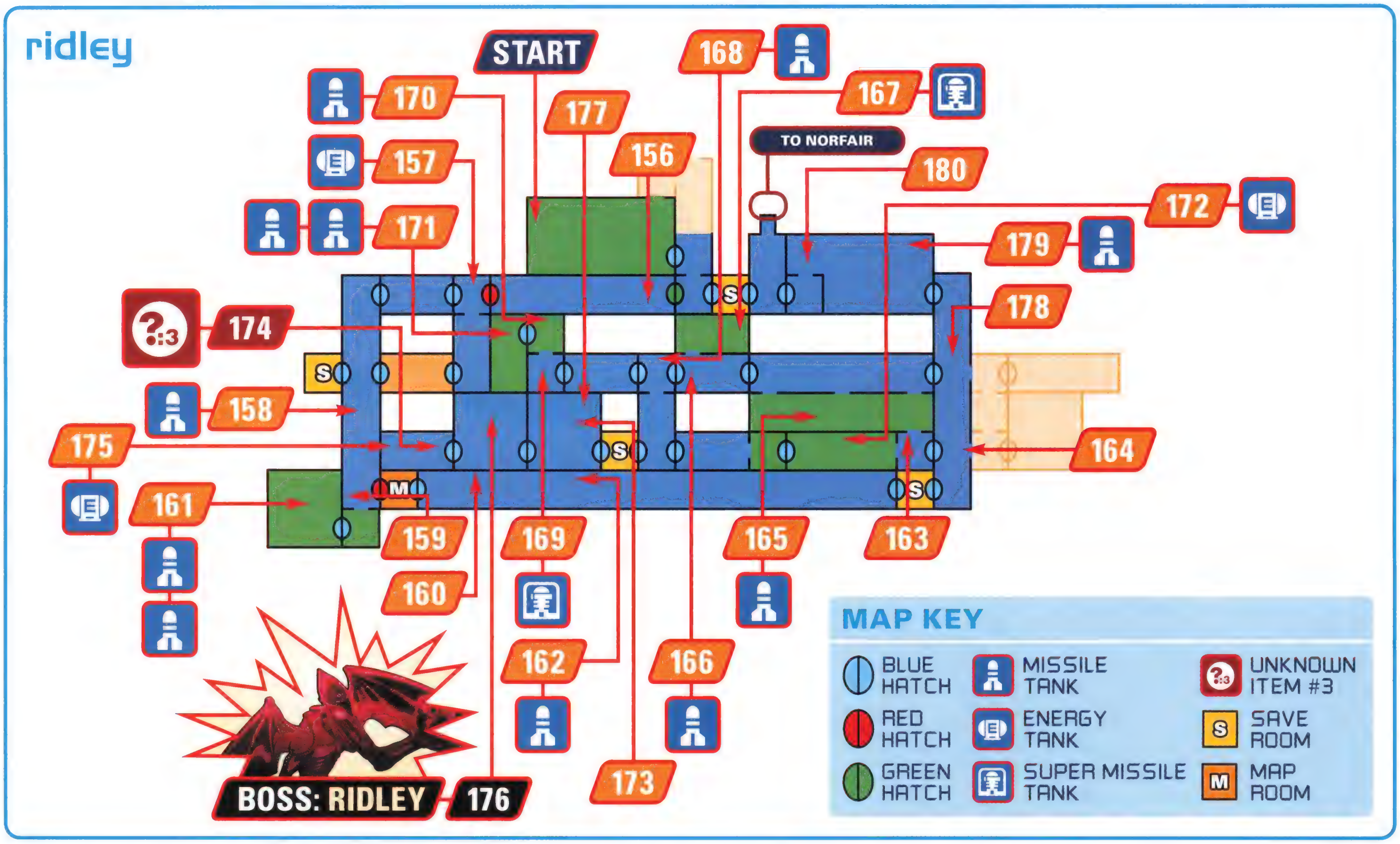


Once you shoot the tail off the bee, the buzzer will break through the left wall, giving you access to a Super Missile Tank, which will allow you to hold a pair of Super Missiles.

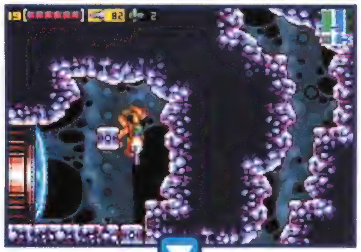
MISCELLANEOUS UPGRADE:

screw attack

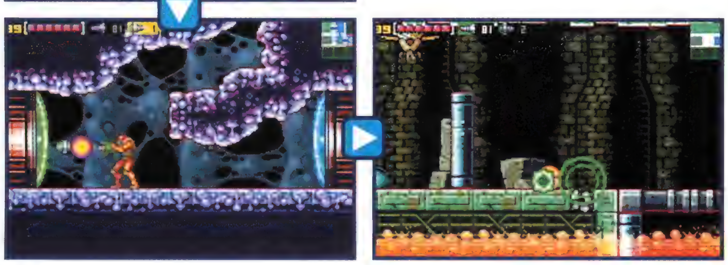
The phenomenal Screw Attack is possibly the most famous weapon in Metroid lore. With it, you can buzzsaw through most enemies (including the armored fliers) and break barriers that are marked with the Screw Attack symbol.


ridley
START
TO NORFAIR
156
157
158
159
160
161
162
163
164
165
166
167
168
169
170
171
172
173
174
175
177
178
179
180
BOSS: RIDLEY 176
MAP KEY
BLUE HATCH
MISSILE TANK
UNKNOWN ITEM #3
RED HATCH
ENERGY TANK
SAVE ROOM
GREEN HATCH
SUPER MISSILE TANK
MAP ROOM

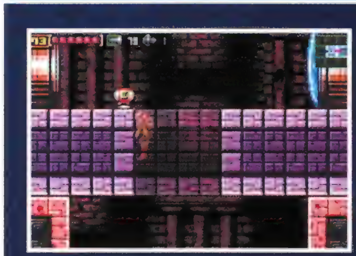
156 ROCK THE GREEN HATCH



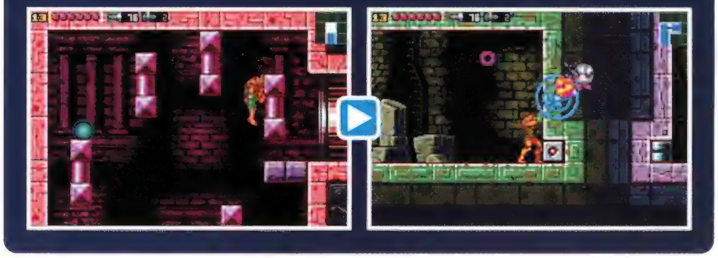
With Super Missiles in hand, run to the right through a gray hatch, then use a standard missile to bust through the floor. You'll drop near a green hatch. Blast it open with a Super Missile. The next corridor is packed with enemies. You can avoid them by bombing the floor and rolling through a narrow passage.



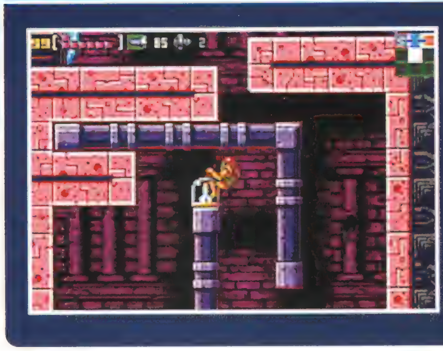
157 energy tank



An Energy Tank sits on the left side of a small chamber. If you attempt to run to the tank, you'll fall through a hole in the floor and have to work your way up a neighboring shaft to get to the upgrade. Run four blocks in to the middle of the room, then jump. You'll grab the edge and snag the tank.

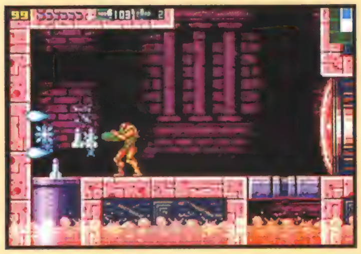


158 missile tank



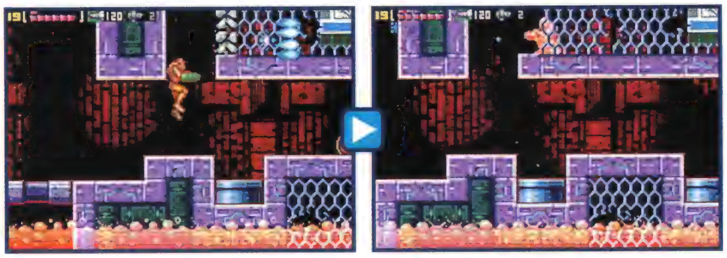
Once the Energy Tank is yours, record your progress in the save room nearby, then move on to the lair's lower-left region. As you roll, jump and shuffle through the middle of the left shaft, you'll grab a Missile Tank.

159 STOCK UP ON PICKUPS

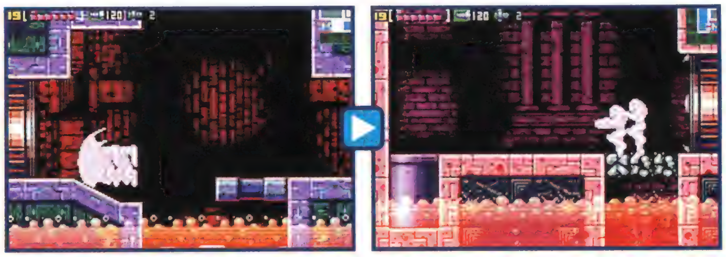


The pipe in the shaft's lower-left corner spits out enemies three at a time. Stand a few blocks away from the creature-hatcher, defeat the enemies that pop out, then collect the energy and missiles that they leave behind. Repeat the process until your tanks are full.

160 MAD DASH TO AN UNMAPPED AREA

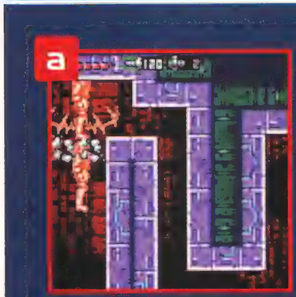


To the right of the map room, you'll find a long flat walkway near the ceiling. Go to the right end then run left to build up your Speed Booster. Kneel to stop, drop to the ground and jump over the gap to the left while maintaining your charge.

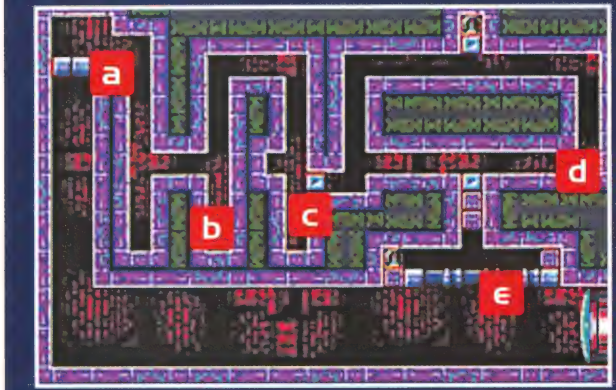


Open the hatch, tap A to hop up, then hold Left to blast off. You'll skim the top of the small incline and go into a supercharged run. Blast the hatch in the map room while continuing to run, and blaze over the breakable blocks in the next room.

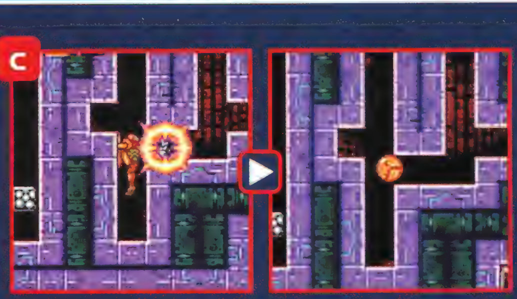
161 missile tanks



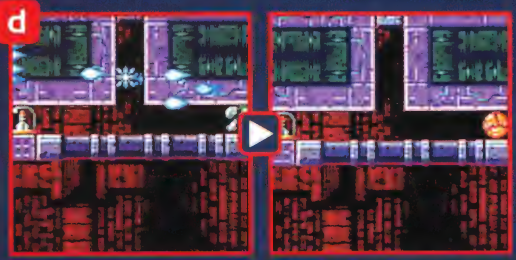
After you fall into the unmapped area, start another long run to the left, into the large rectangular chamber, shooting blocks as you go. When you reach the left corner, your Speed Booster will be charged. Kneel to stop, then tap the A Button. You'll rocket upward and cruise through a pair of blocks.



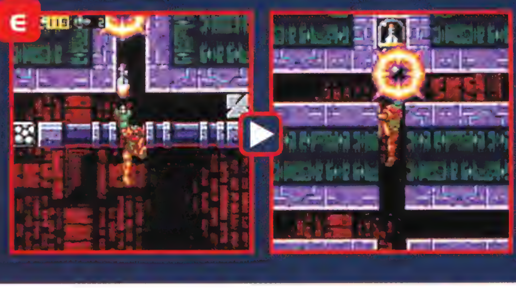
b From the upper-left corner of the room, roll right, drop and straighten out as you fall. Grab the ledge to the right, pull yourself up, roll to the right again and plummet. When you land on the collapsible block, straighten out quickly and jump up to reach the next ledge.



After you get to the second peak, roll to the right, tap Up to straighten as you fall, then grab the ledge to the left. While you're hanging, fire a missile to the right to clear the ledge, then jump and climb into the tight passage.

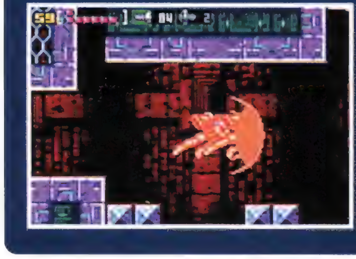


The floor will give way one block to the left of the roundabout section in the upper-right. Straighten as you fall, fire to the left to clear a ledge, then grab the ledge and roll up to it in one fluid motion. Roll left quickly from there and grab the area's first Missile Tank.



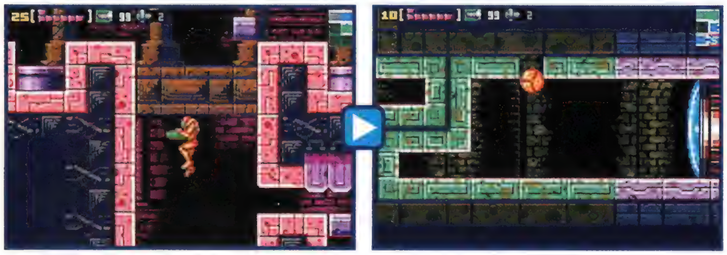
When you roll to the middle of the pipe, the midsection will break. Drop, then hang from the ledge. Aim straight up and fire missiles to break the blocks above you. Jump up, grab the ledge, then fire more missiles straight up. Continue your climb until you collect another tank.

162 missile tank



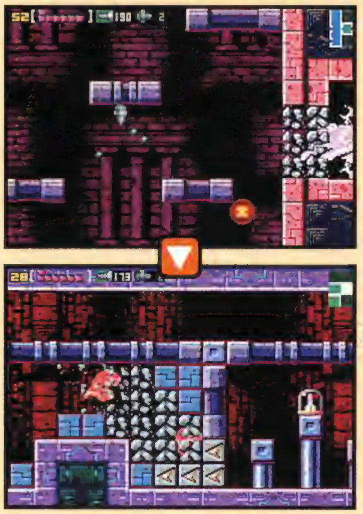
Although you can collect the Missile Tank in the long lower corridor the conventional way, it's good practice to speed-boost to the item. Run to the right along the passage near the ceiling to charge your booster. Kneel, drop, press A and hold Right. You'll fly over the lava and into the tank.

163 A WHOLE LOT OF HOLES



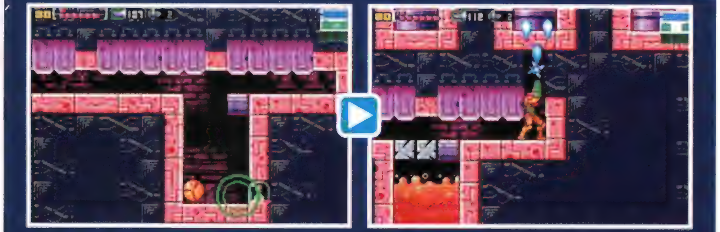
Venturing to the left through the middle corridor, you'll find that the bridges over the large gaps break if you fire at them. After you drop into either of the first two holes, you'll land in a passage that returns you to the shaft on the right.

164 BOOST INTO A SECRET SECTION



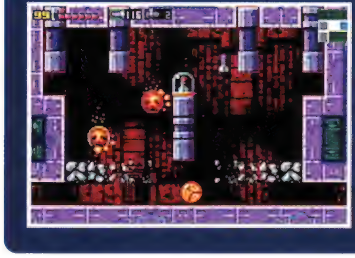
A complex series of boosts will get you into an area that holds a pair of Missile Tanks. You'll have to wait until you have the Space Jump upgrade to collect the lower tank, but you can collect the upper one with your current upgrades. Return to the lower corridor. Run to the right along the passage near the ceiling to build up your Speed Booster. Kneel, drop, run to the save room, blast off to the right and run up the right-hand slope. As soon as you exit the save room, kneel to stop while charged, then climb up to a blue hatch. Tap A and blast off to the right, through a Speed Booster blockade. Use another boost to blast off through a hole in the ceiling, then boost to the right to collect the tank.

165 missile tank



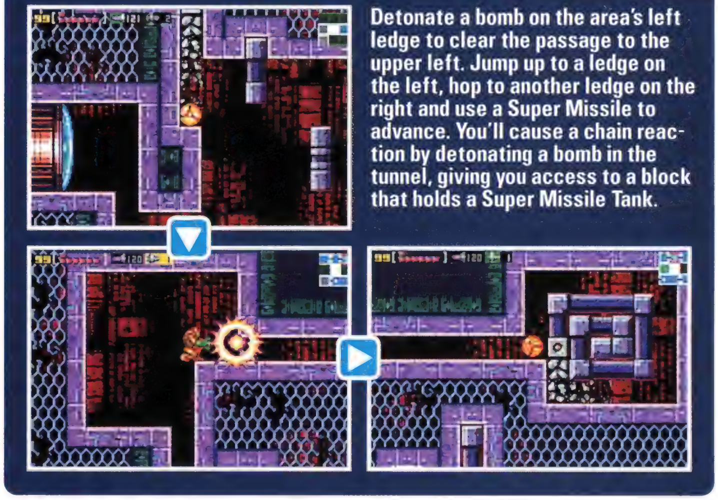
Drop into the last gap of the middle passage and grab a ledge. Roll right and blast into a fake lava pit. Destroy the block in the pit's lower-right corner to expose a tank, then exit the area by way of a pipe.

166 missile tank



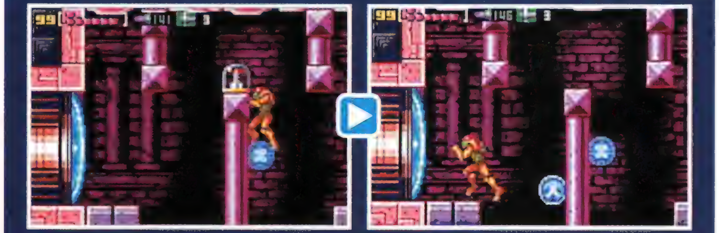
As you continue to the left, fire through a wall to defeat a group of enemies. Roll to the left and detonate a bomb under a long pipe to trigger a chain reaction that opens access to the area's Missile Tank.

167 super missile tank



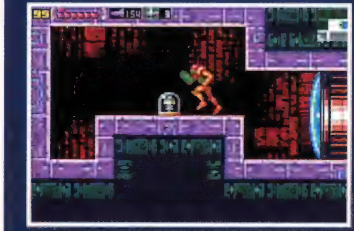
Detonate a bomb on the area's left ledge to clear the passage to the upper left. Jump up to a ledge on the left, hop to another ledge on the right and use a Super Missile to advance. You'll cause a chain reaction by detonating a bomb in the tunnel, giving you access to a block that holds a Super Missile Tank.

168 missile tank



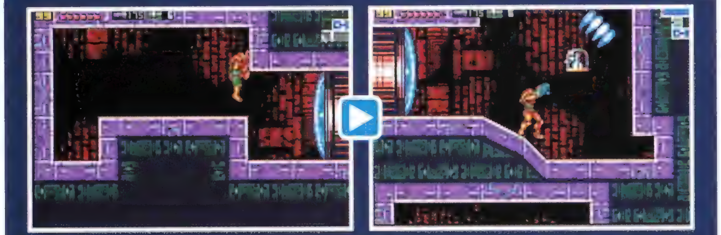
Freeze a creature as it reaches the floating pillar's right side, then use it as a platform to get to the tank. Either jump to the left ledge from the top of the pillar or freeze the other creature and use it as a platform.

169 super missile tank



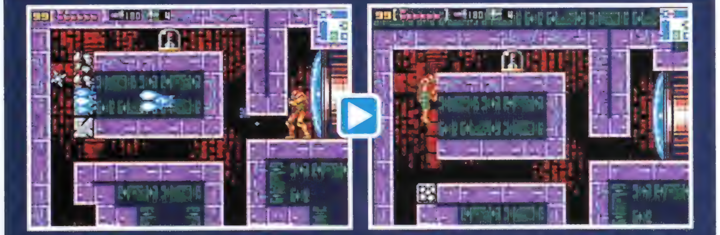
From the hard-to-reach ledge, advance left and collect a Super Missile Tank effortlessly—no false floors, no tricky jumps.

170 missile tank

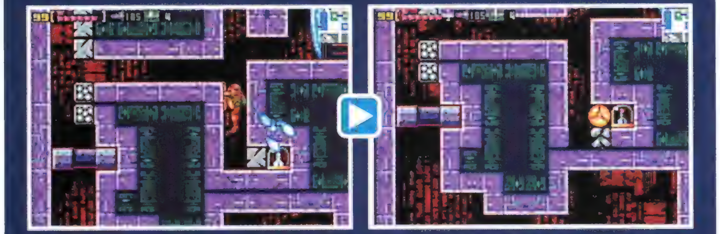


Before you leave the room that held the Super Missile Tank, jump up to the right and grab a hidden ledge. Roll right and climb up to another room, then fire at a floating block to reveal a Missile Tank.

171 missile tanks

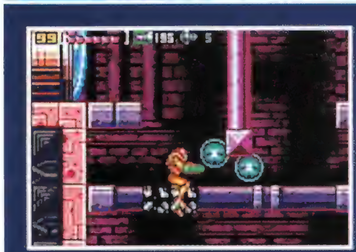


A tank sits on a solid platform. Fire to the left to break blocks left of the platform, then quickly roll left, grab the ledge, roll left again and jump up before the blocks re-form.

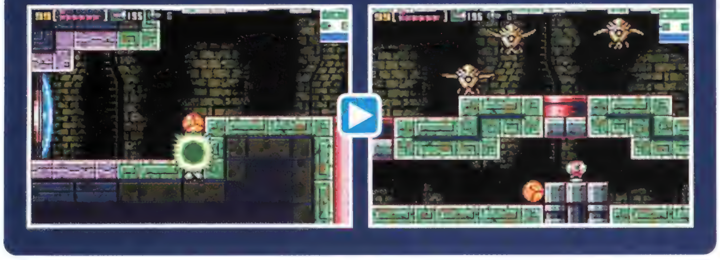


Fall down the right passage, straighten out of Morph Ball form, grab the ledge and fire diagonally down and to the right to open a passage to another tank. Roll to the item.

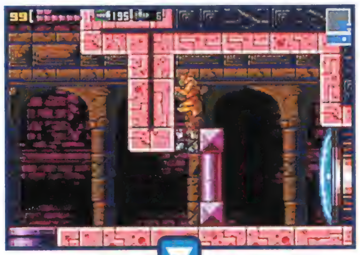
172 energy tank



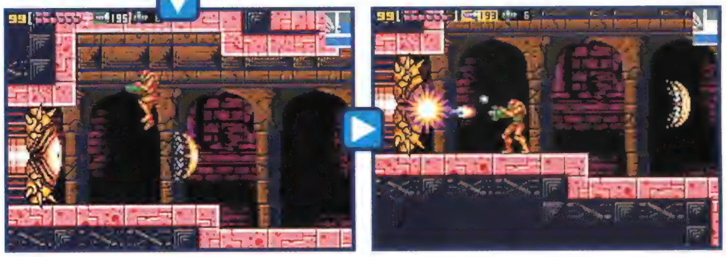
Return to the short shaft and fall through a collapsing pipe to solid ground. Starting at the shaft's left side, run to the right through the hatch, build your booster and blast through the blocks on the floor of the corridor. Open the next hatch, stop at the short green wall and bomb through the floor. Drop, roll to the right and grab an Energy Tank.



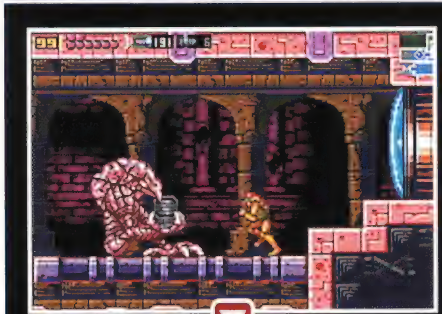
173 INTO THE HEART OF THE LAIR



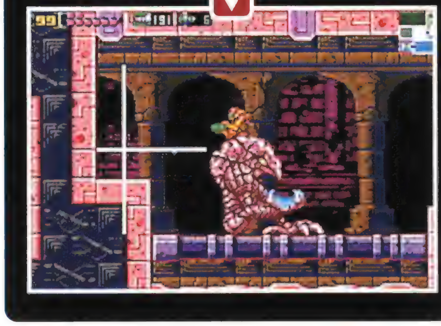
With the Energy Tank in hand, return to the left, save your progress and head to Ridley's room. After you fall through a collapsing block, there will be no turning back until you've beaten the beast. The giant eye that blocks the next hatch fires energy blasts. Jump over the projectiles and hit the eye with three standard missiles or a single Super Missile to take it out.



174 unknown item #3

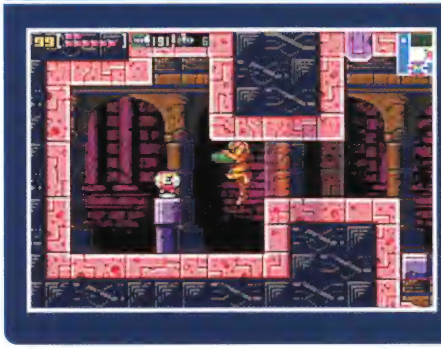


When you enter Ridley's room for the first time, the place will be empty. Run left into the next room and collect an Unknown Item from a Chozo Statue. Then roll into the statue's arms to have it replenish your energy and missiles.



The Unknown Item will give you the power to break through glowing Chozo Blocks. The first one that you'll see is to the left of the statue.

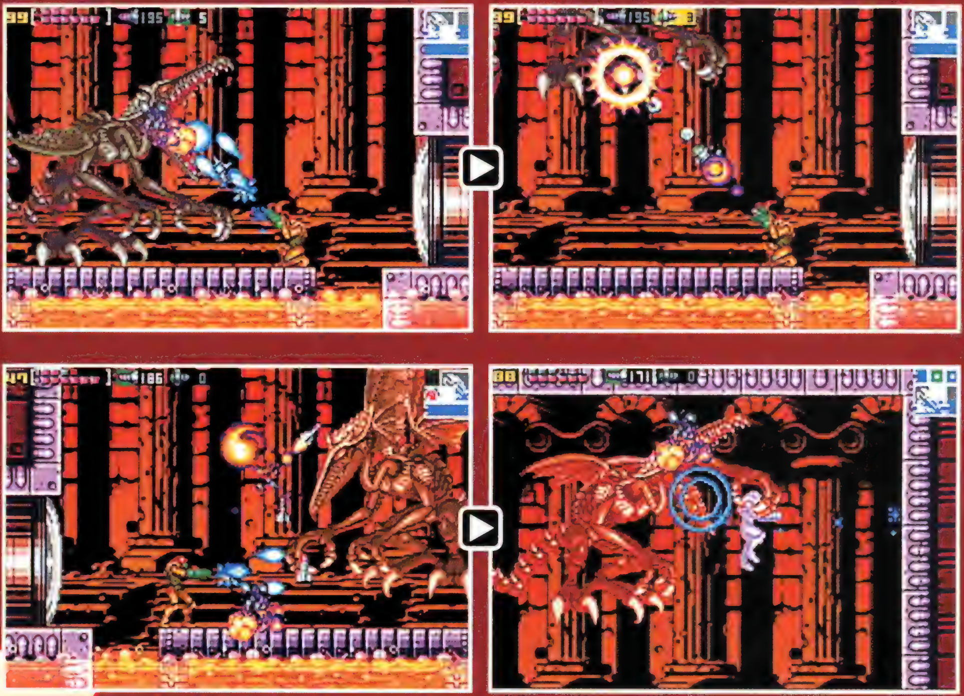
175 energy tank



After you break the block behind the Chozo Statue, continue to the left and walk through a disappearing wall to an Energy Tank.

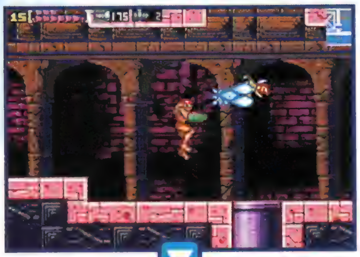
176 ridley

Answering a call from the Mother Brain, flying fiend Ridley will swoop down on you and attempt to cut your mission short. Ridley is fast and fierce, but if you're well equipped, the battle will be as easy as the one against Imago in the lair's upper reaches.

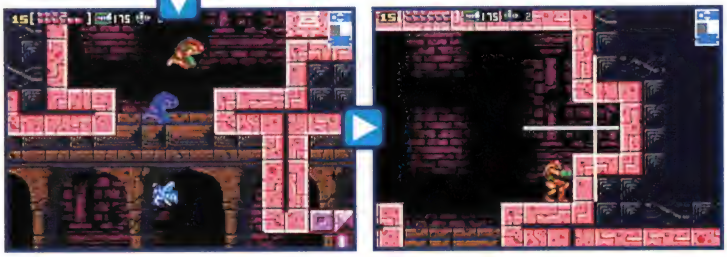


Returning to Ridley's room, run to the right but stop short of the platform's last support. After a quick cut scene that shows Ridley's descent, the platform between the support and the hatch ledge will break. Ridley will start by pelting you with fireballs. Fire at the ball barrage with your beam until it stops, then hit the beast with Super Missiles. When you've exhausted them, use standard missiles in a continuing show of power. Avoid Ridley's tail in Morph Ball form and try to keep the boss from picking you up. If Ridley does pick you up, face the creature and hit it with more missile—if you're low on energy, shake free instead. If you end up beside Ridley, shoot the creature's fireballs with your beam, then switch back to missiles and continue your attack.

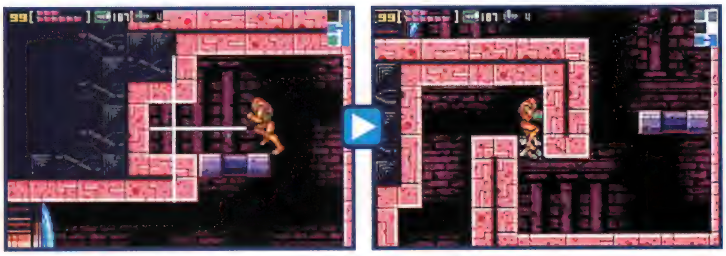
177 FREEZE OUT



You may be stumped trying to find an exit out of Ridley's area. Return to the enemy-producing pipe to the right of the boss arena and freeze a flying creature after it pops out. Using the flier as a platform, hop up to a high ledge on the right, blast a Chozo Block and run through a disappearing wall to the right side of the area's barrier.

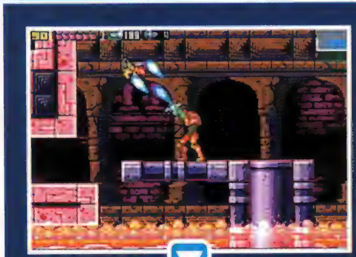


178 CHOZO BLOCK BLAST

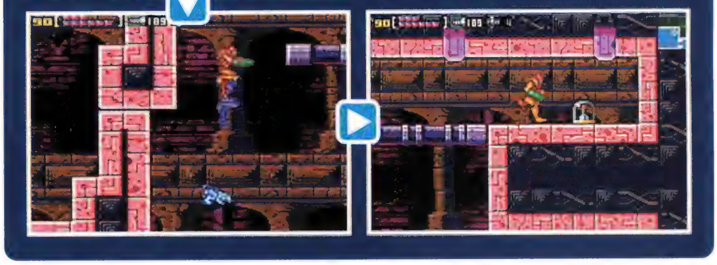


Run to the shaft on the right side of Ridley's lair, climb up to and blast through the Chozo Block. Run left to reveal a small hidden section of the shaft, ascend, then run to the right and drop into the passage that will lead you to the top of the shaft.

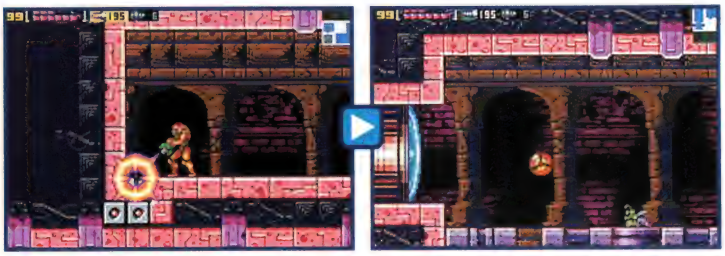
179 missile tank



Stop after you pass an enemy-producing pipe in the lair's upper-right section. Jump up to make the next enemy rise high above the pipe, and freeze the creature after it flies over your head. Using the enemy as a platform, climb to a high ledge and grab a Missile Tank in the upper-right corner of the room.

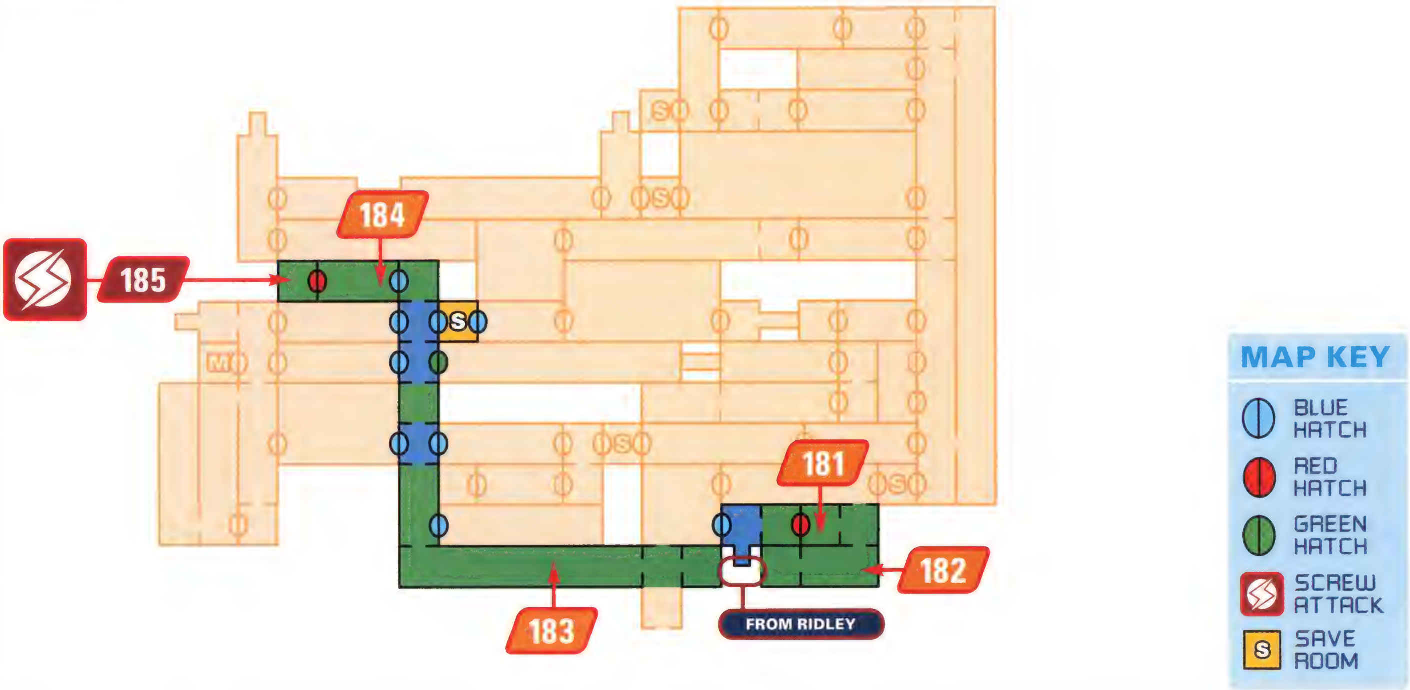


180 ESCAPE FROM THE LAIR

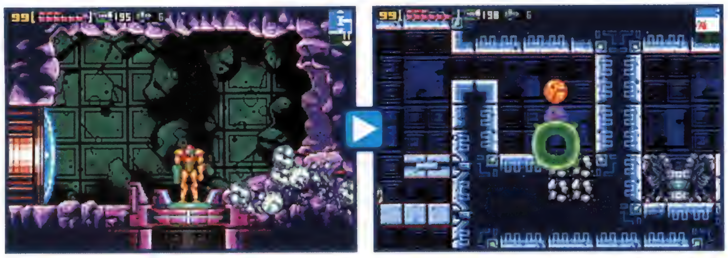


When you reach the upper-left section of the large rectangular room, hit the block in the lower-left corner with a missile, then bomb through the floor to reach the room right of the elevator shaft.

norfair

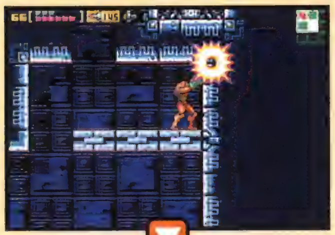


181 BROKEN WALL, BROKEN CHOZO

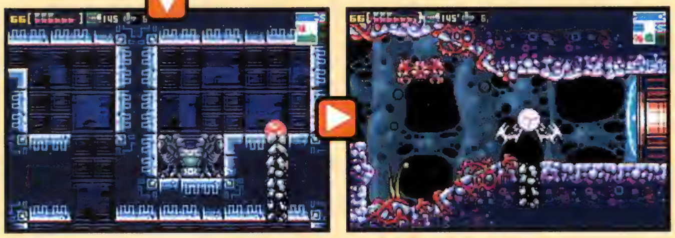


When you get to the top of the elevator shaft, the wall to the right will collapse, giving you access to an area where you'll find a broken Chozo Statue. Advance past the statue, then break through the floor to a new corridor.

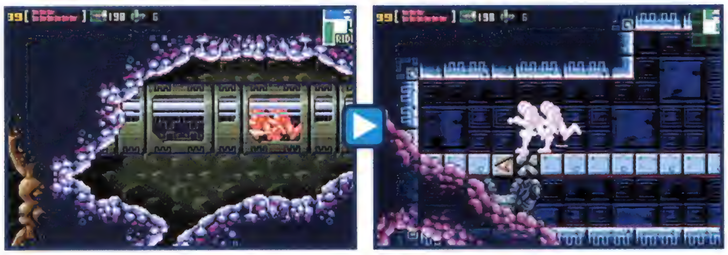
182 SHORTCUT STRAIGHT UP



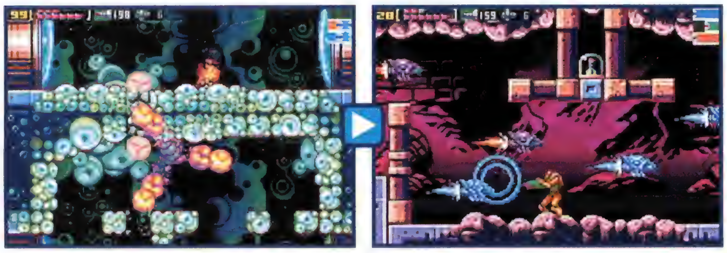
You'll see a Morph Ball launcher on the right side of the unmapped area. If you want to deviate from the path to the Screw Attack and find a shortcut to the save room, fire a missile at the upper-right block below the launcher to reveal a passage. Then roll right to a different launcher and blast off to the original launcher.



183 EXPRESS ROUTE THROUGH NORFAIR

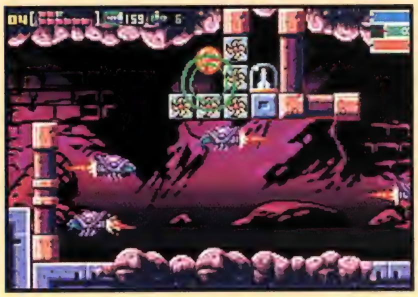


Ignoring the Morph Ball launchers near the elevator shaft, drop, then run to the left. As you do, you'll charge your Speed Booster and blaze through three Speed Booster blocks at the end of the passage, exposing a new Morph Ball launcher.



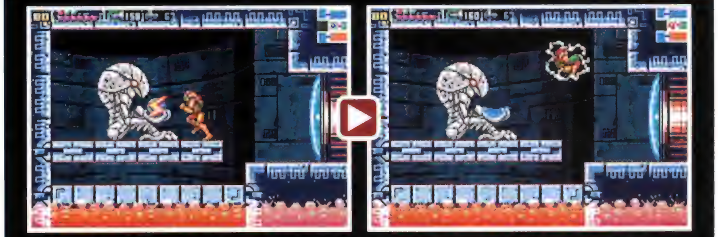
Roll into the launcher and set a bomb. On detonation, you'll take off for Norfair's upper-left section. Run to the left and freeze metallic fliers to keep them from running into you.

184 PASS UP THE PICKUP

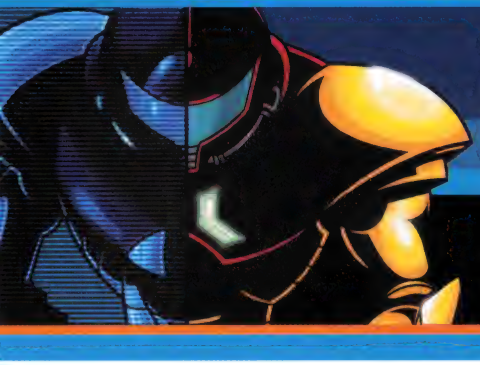


The Missile Tank outside of the room where you'll get the Screw Attack is surrounded by blocks that you won't be able to break until you're equipped with the new upgrade. Pass the pickup and return after you have the Screw Attack.

185 screw attack



Open a red hatch and run left to the Chozo Statue to collect the Screw Attack. Using the awesome upgrade, you'll be able to plow through obstacles and most small enemies.

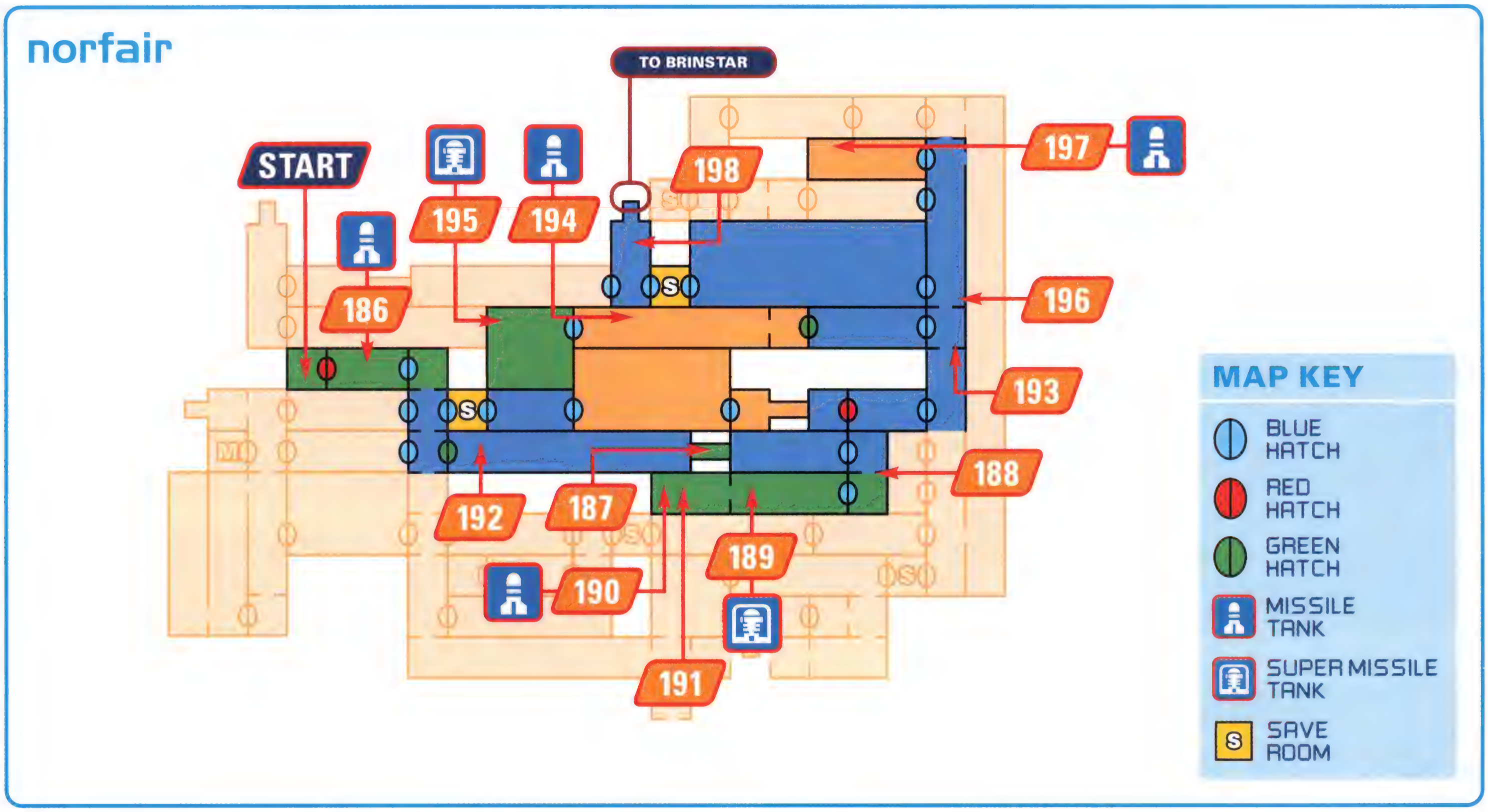


MISSION OBJECTIVE:

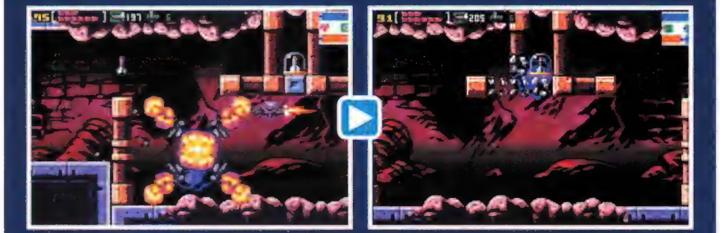
mother brain

Lurking under the planet's crust, in a series of high-tech tunnels called Tourian, the Mother Brain produces and nurtures a nest of life-sucking Metroids. To get to the brain, you'll have to fight through her spawn. Refill your energy and stock up on missiles before you go.

norfair


TO BRINSTAR
START
186
195
194
198
197
196
193
188
192
187
189
190
191
S
M
MAP KEY
BLUE HATCH
RED HATCH
GREEN HATCH
MISSILE TANK
SUPER MISSILE TANK
SAVE ROOM

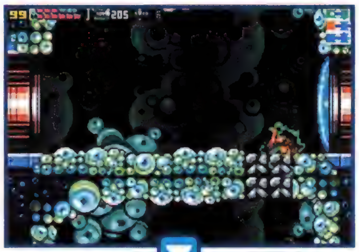
186 missile tank

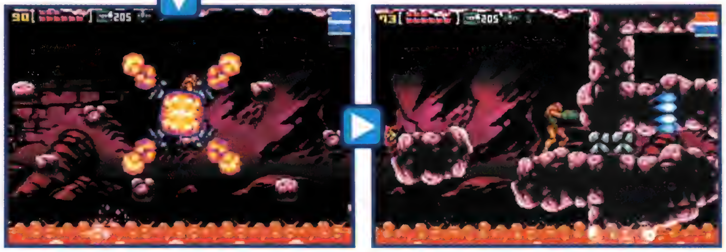


The Screw Attack makes your somersault a dangerous move. Use it to clear away the metal fliers in the short corridor, then cut through the blocks that surround the suspended Missile Tank.

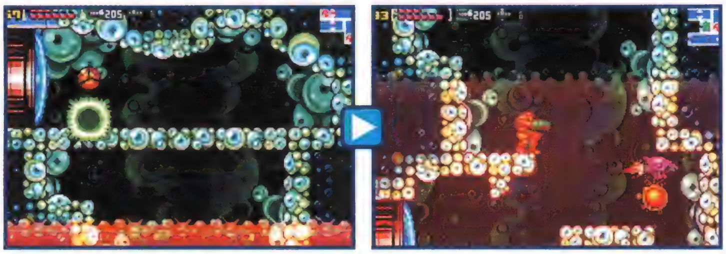
187 DOWN AND TO THE RIGHT

Use the Screw Attack to cut through the floor and burrow down to the save room's level, then blast your way down another level to the green hatch. Move to the right through the hatch. Hop from platform to platform, buzzing through enemies as you go. When you reach the full-screen barrier, fire through a pair of destructible blocks while standing to keep from breaking three lower blocks on the path ahead. Blast and roll.



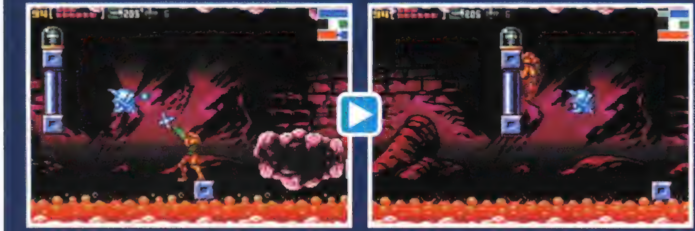


188 LOWER LAVA FAKEOUT



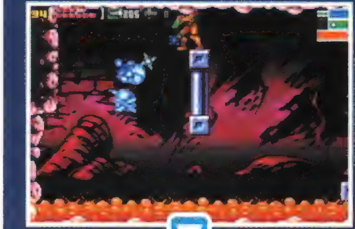
When you reach the end of the middle corridor, shoot or bomb through a block in the bridge to gain access to what appears to be a lava pit. After you dive into the red liquid, you'll discover that the lava was an illusion.

189 super missile tank

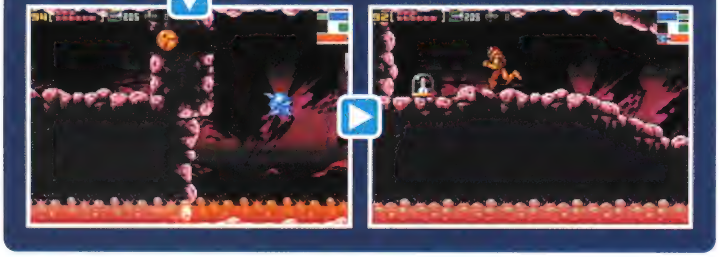


A Super Missile Tank rests on a pillar. Stand next to the nearby pipe and wait for a beast to pop out. Run to the left, drop to the lower block and freeze the enemy after it passes. Use it as a platform to get to the prize.

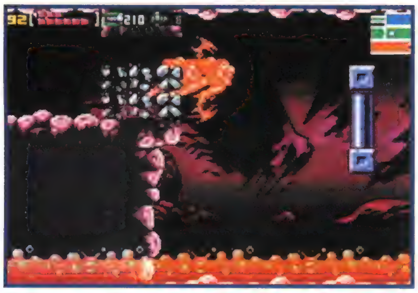
190 missile tank



After the enemy platform thaws, it will continue its flight. When it reaches the left side of the pillar, freeze it again. Drop to it without engaging your Screw Attack and use your beam to expose a ledge in the wall to the left. Jump, roll, run and collect another Missile Tank at the end of a short corridor.

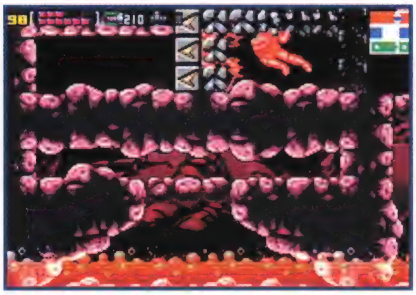


191 SPEED-BOOST BACK



Run to the right from the spot where you collected the Missile Tank. When your booster is charged, kneel to stop, then tap the A Button, hold Right and take off for a quick flight to the right side of the corridor.

192 STRAIGHTEN UP AND FLY LEFT

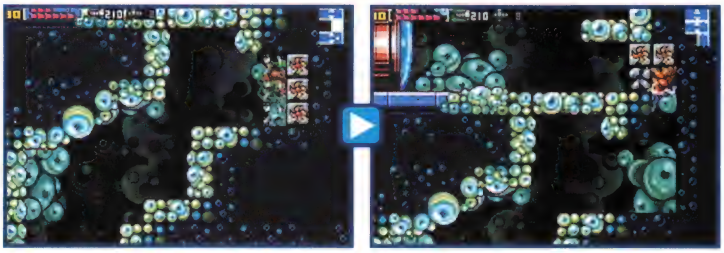


Return to the area above the fake lava pit and blast the hatch as you run left. When your booster is charged, crouch, then blast off to the left to blaze a trail to Norfair's middle-left section.

BUST THROUGH BADDIES !

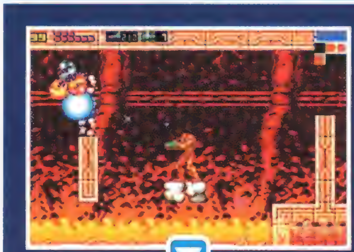
Even the large hopping beasts that can withstand several missile hits will break apart instantly under the pressure of the Screw Attack. Keep hopping and blaze a trail to your goal.

193 SCREW UP

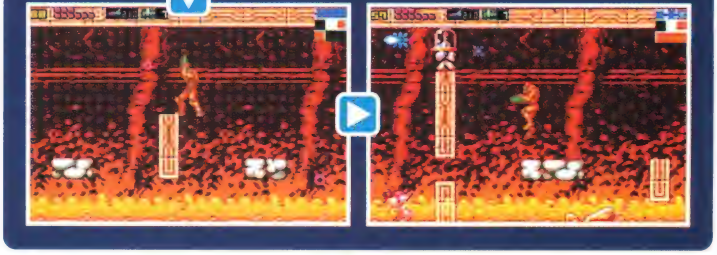


When you reach the middle of the right shaft, use the Screw Attack to cut through several blocks in the wall to the right, then somersault up and to the left to access the upper portion of the corridor.

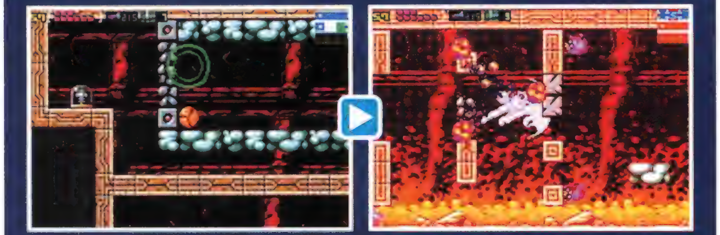
194 missile tank



After you open the green hatch in the hot-air corridor that runs under the elevator shaft, hop and buzz through enemies and wall segments, pressing Up to stop the Screw Attack. When you reach the last barrier before the left ledge, blast through the blocks up to the ceiling to expose a Missile Tank.

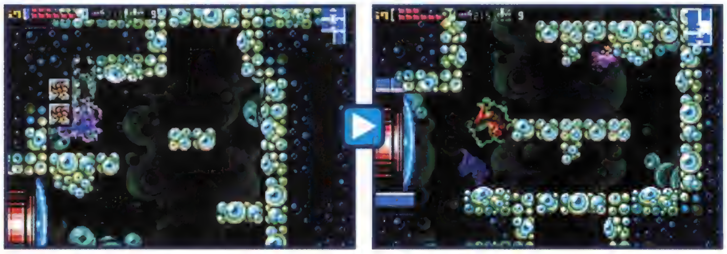


195 super missile tank



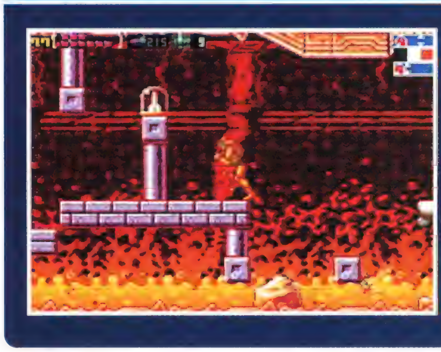
When you reach the barrier, hop up in Morph Ball form and place a bomb near the upper-right corner. The wall will disappear but the platform will remain, giving you easy access to the tank and a booster runway.

196 BUZZ THROUGH BLOCKS



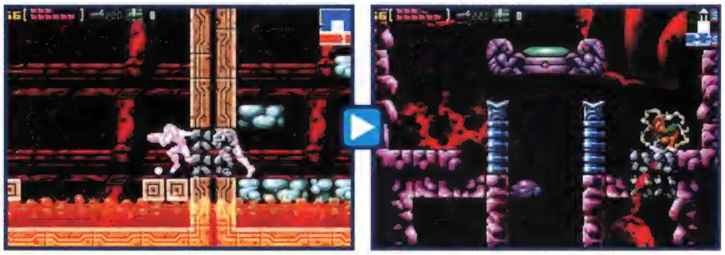
After you return to the right corridor, screw through the blocks on the ledge above the hatch and continue to climb until you reach the next hatch.

197 missile tank



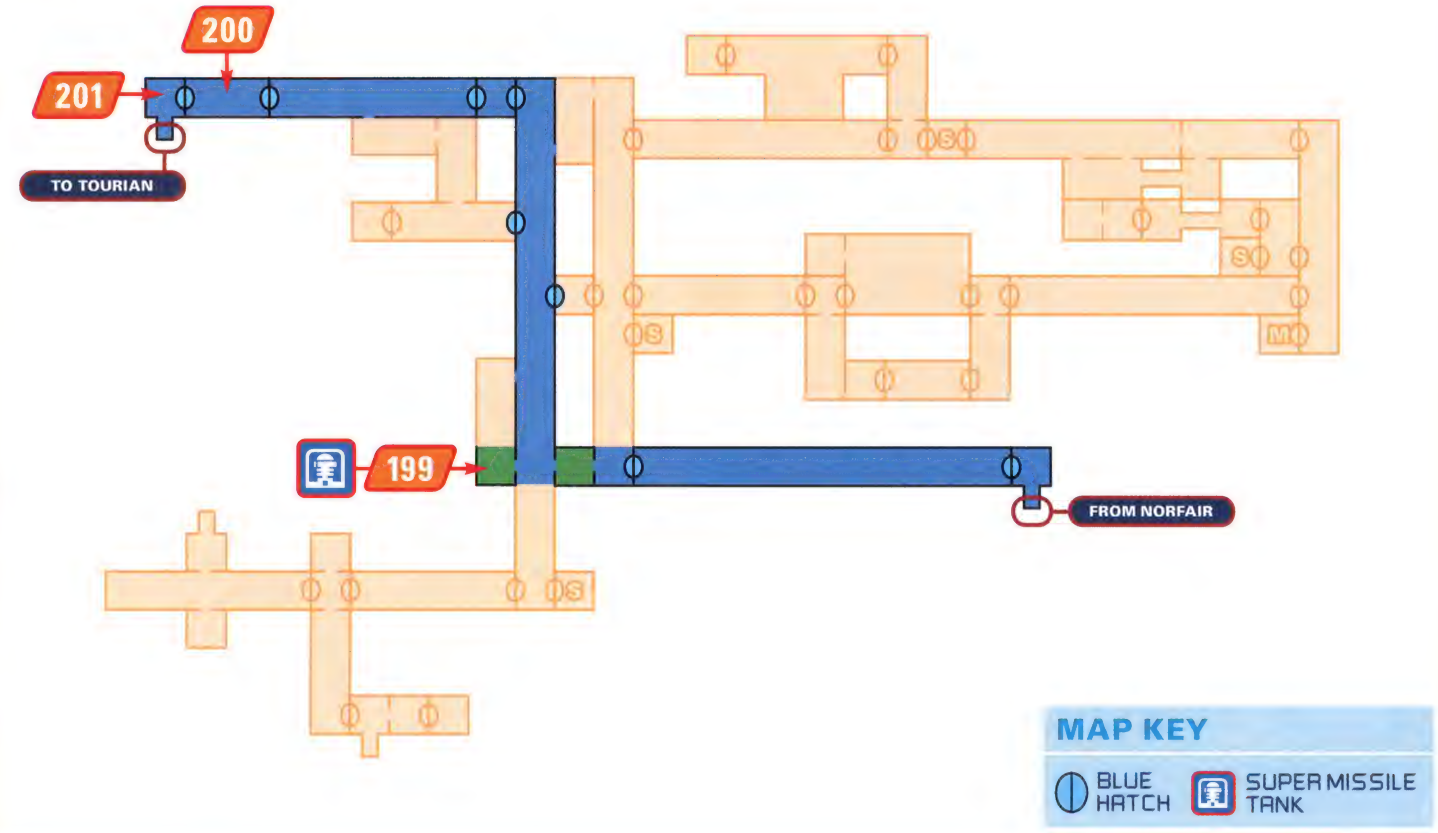
If you haven't collected the Missile Tank in Norfair's upper-right section yet, venture up to the hot-air corridor and pick up the item. You'll need all of the missiles that you can muster in your battle against the Mother Brain.

198 EXIT IN A HURRY

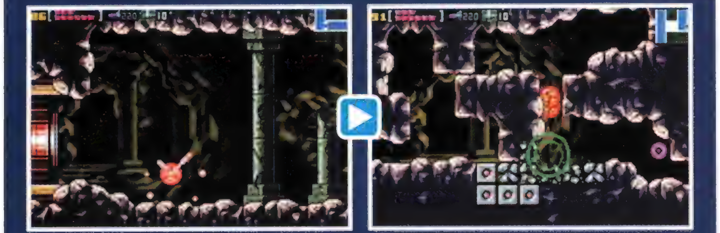


As you run to the left through the long, tall corridor, your booster will charge, allowing you to run in a straight line to the left end. Record your progress, then use the Screw Attack to cut up to the elevator.

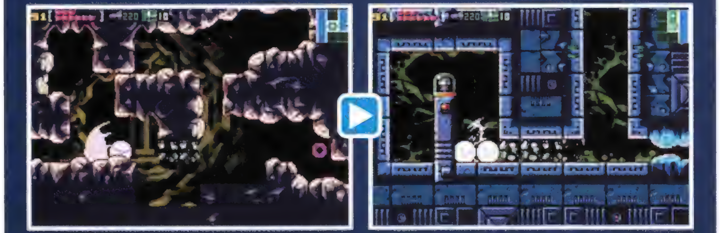
brinstar



199 super missile tank

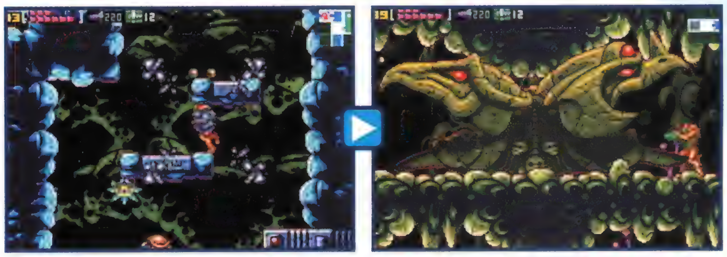


Run left from the lower-right corridor. Stop at the shaft and return to the corridor while still charged. Jog down the slope, open the hatch and blast off to the left in ball form. Press Down to stop after the next slope.



Your stop after the slope will allow you to retain your charge. Bomb through the floor, then hop up and blast off to the left again. You'll blaze through the next shaft and stop at the Super Missile Tank.

200 TAKE OFF FOR TOURIAN

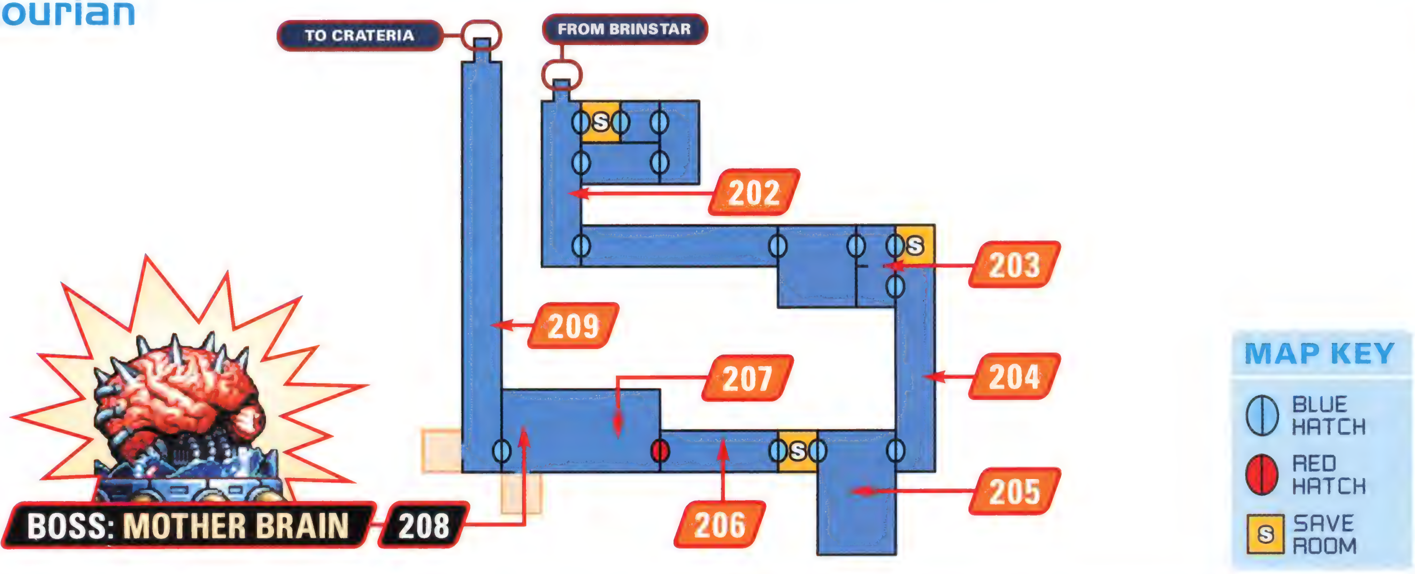


Climb to the top of the left shaft, then run to the left. After you recharge at the Chozo Statue, continue left to the Kraid and Ridley busts (shown as flickering flames on your map screen). The mouths will open, giving you elevator access.

201 THE ULTIMATE ENEMIES EMERGE

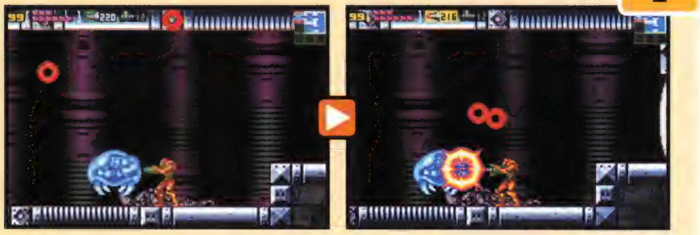
As you descend into Tourian, a cut scene will show a pod of hatching Metroids. You'll encounter large groups of the gelatinous floating creatures as you zigzag through the Mother Brain's lair. Have your beam and missiles at the ready.

tourian

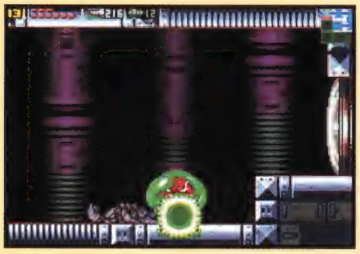

TO CRATERIA
FROM BRINSTAR
S
202
S
203
209
207
204
S
205
BOSS: MOTHER BRAIN
208
206
MAP KEY
BLUE HATCH
RED HATCH
S SAVE ROOM

CLICK...
CLICK...

MIND OVER METROIDS

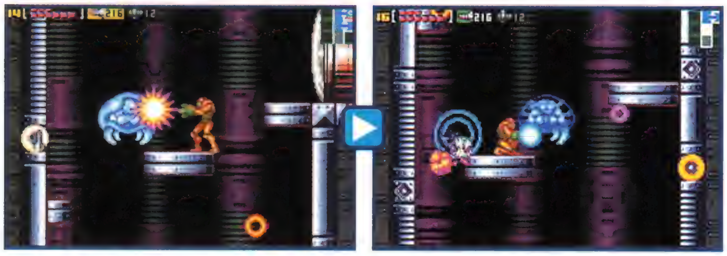


Metroids are tough creatures. The only way to destroy one is to freeze it with your beam then hit it with five standard missiles or one Super Missile. If it begins to thaw, freeze it again.



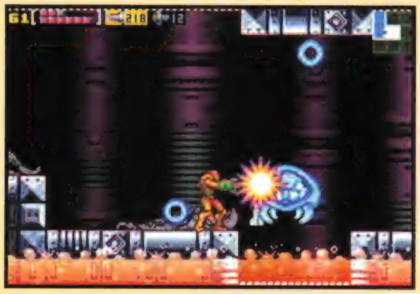
The creatures emerge from the shadows and attack quickly. If a Metroid grabs you, roll into Morph Ball form and detonate bombs to shake free of the being's grasp.

202 DROP AND POP



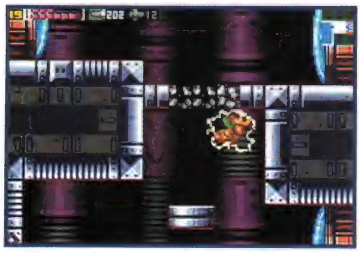
After one meeting with a Metroid, you'll come across two more in a short shaft. Descend slowly, wait for the Metroids to appear and take them on one at a time. Freeze them and blast them.

STOP THE SHOTS



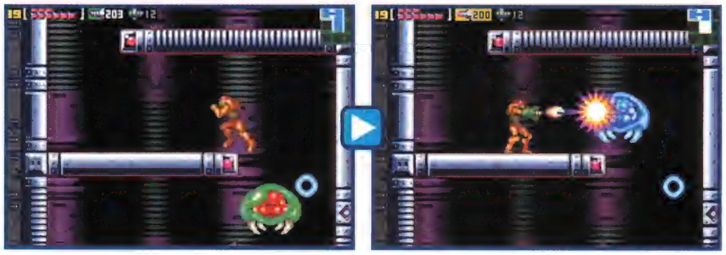
Small cannons fire ring-shaped energy blasts. You can destroy the shots easily with your beam or Screw Attack, but it's more practical to freeze them in midair. As long as a shot is in the air, the cannon that fired the blast will remain quiet.

203 FALL THROUGH THE FLOOR



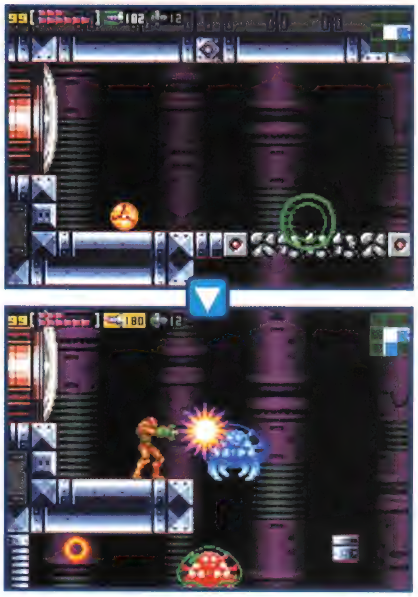
After you record your progress, return to the room that's to the left of the save room and blast or screw through the floor. Before you move on to the right, destroy the left cannon's green shots to earn missiles and energy.

204 LET THEM COME TO YOU



The floating green fiends appear from below in the long shaft that reaches to Tourian's lower-right corner. Run to the edges of the platforms, then retreat to lure the Metroids up to your level.

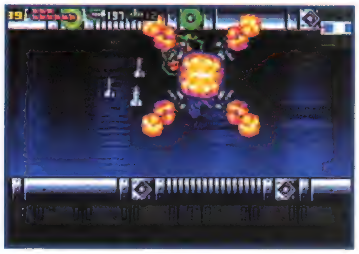
205 METROID MANIA



You'll fight several Metroids in lower Tourian's triple-tiered room. Start by setting a bomb near the center of the top tier, then roll to the left or right ledge. The bomb will cause a chain reaction that gives you access to the middle tier.

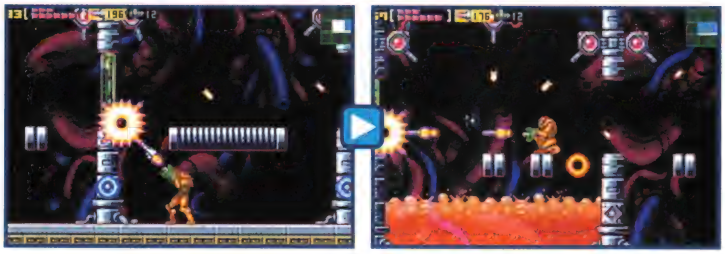
You'll find several Metroids in each of the two lower tiers. Try to take them on one at a time. If one captures you, roll to the left or right side of the room and free yourself by using bombs. Be careful, though—if you use explosives in the center of the middle tier, you'll blast through to the bottom of the room and expose yourself to more Metroids prematurely.

206 LOAD UP ON PICKUPS



Save your progress, then spend some time in the next corridor destroying ring-shaped shots and collecting the missiles and energy pickups that they leave. You'll blaze through the blasts quickly by using your Screw Attack.

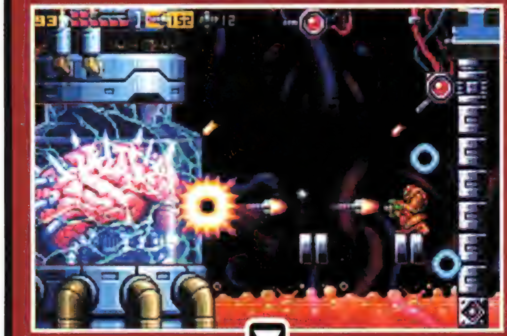
207 ZAP THE ZEBETITES



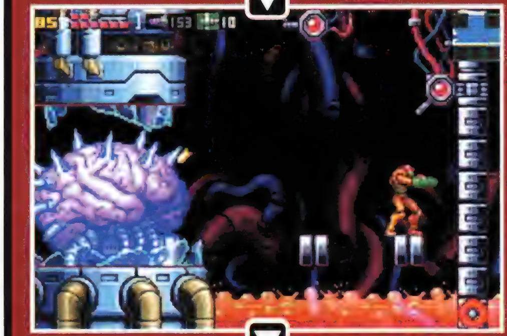
The living barriers that block the way to the Mother Brain grow back unless you clear them away quickly with high a concentration of missiles. Look for safe spots where you can unload missiles without taking damage.

208 mother brain

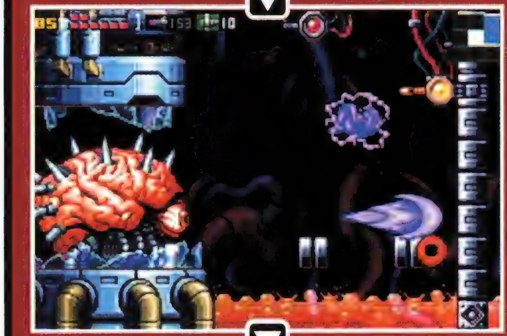
The monster that lords over Zebes uses the planet's core as an energy source. The Mother Brain can withstand a pounding and it fights back with punishing blasts. After you destroy the Zebetites and before you fight the brain, return to the area near the save room to replenish your energy and missiles in preparation for the ultimate battle.



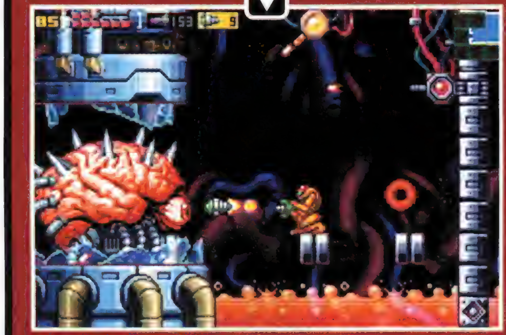
As soon as you drop within range of the Mother Brain, find a perch, freeze the ring shots around you, kneel and hit the brain's jar with a steady stream of missiles.



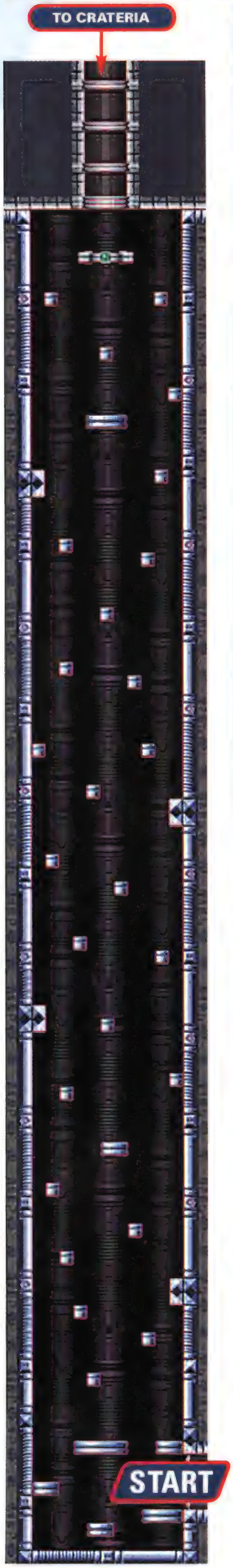
Once the jar shatters, you'll go face to lobe with the beast. When the brain flashes purple, it's about to fire a shot. Prepare to hop out of the way.

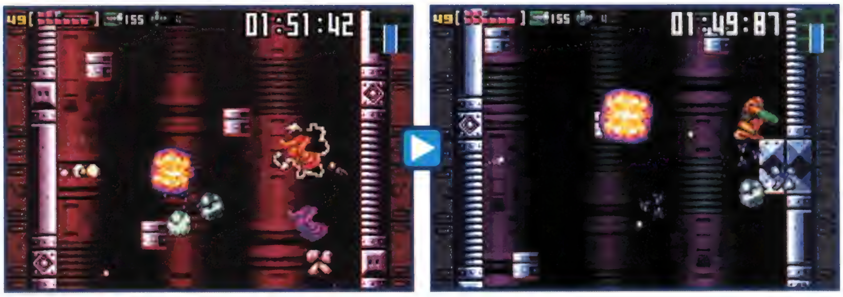


When the brain releases a shot, jump from one platform to the next, using the Screw Attack to protect yourself from stray cannon fire. After you land, crouch and fire a Super Missile at the brain's eye. A direct hit will trigger another brain blast. If you're knocked into the lava, jump out quickly and return to the safety of the platforms. Freeze the ring shots around you and keep plugging away at the brain until you wipe it out.

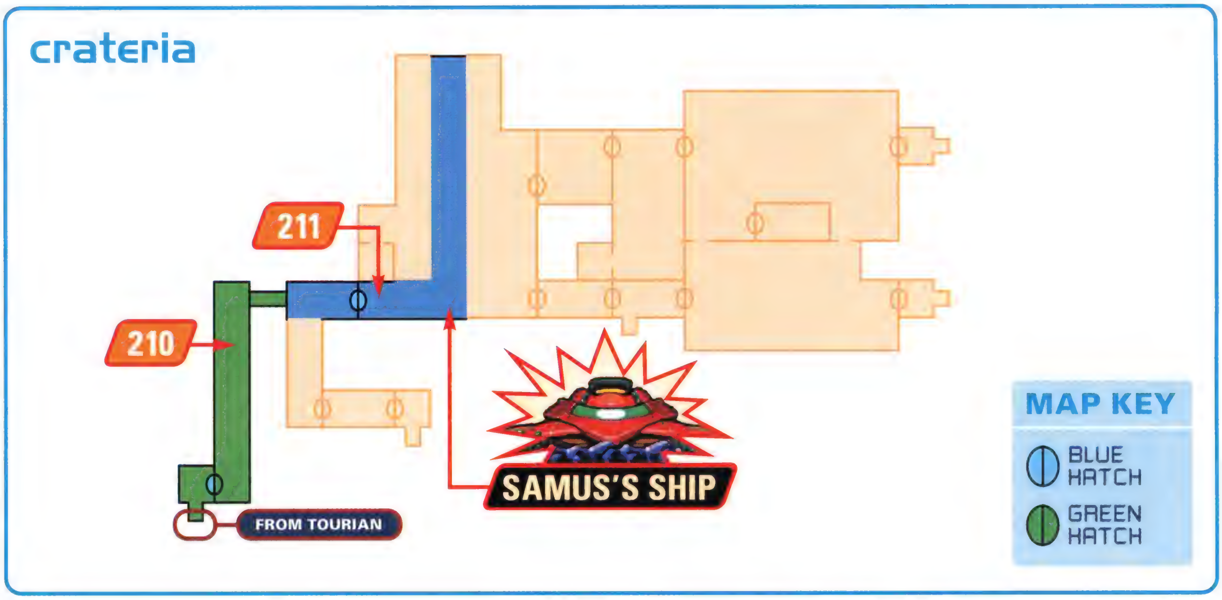


209 SELF-DESTRUCT ACTIVATED! RUN OR BE RUINED!

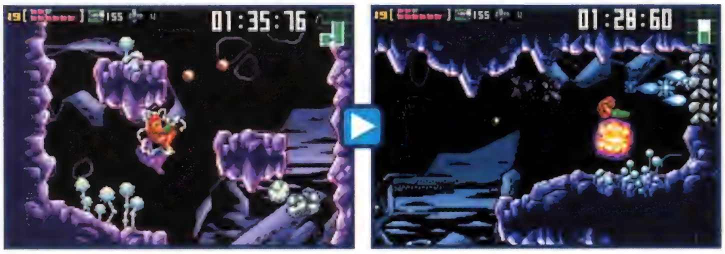

TO CRATERIA
START


01:51:42
01:49:87

The defeat of the Mother Brain will set off a self-destruct sequence that will send shock waves through Tourian. You must get to your ship before time expires. Most of the platforms in the tall shaft that leads to the surface will collapse under your weight after a few seconds. Hop from platform to platform quickly and rest on the solid blocks on the sides of the shaft. If you fall, aim for one of the side blocks to keep from plummeting all the way to the bottom.

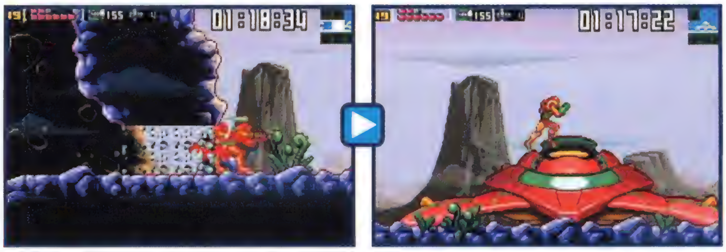

crateria
211
210
SAMUS'S SHIP
FROM TOURIAN
MAP KEY
BLUE HATCH
GREEN HATCH

210 CLIMB AND CONQUER


01:35:76
01:28:60

After you emerge from the shaft, you'll still have a good distance to cover before you're free and clear. Jump onto the planet's natural ledges to reach the surface level, then blast through a series of walls as you run to the right.

211 BOOST AND BLAST OFF

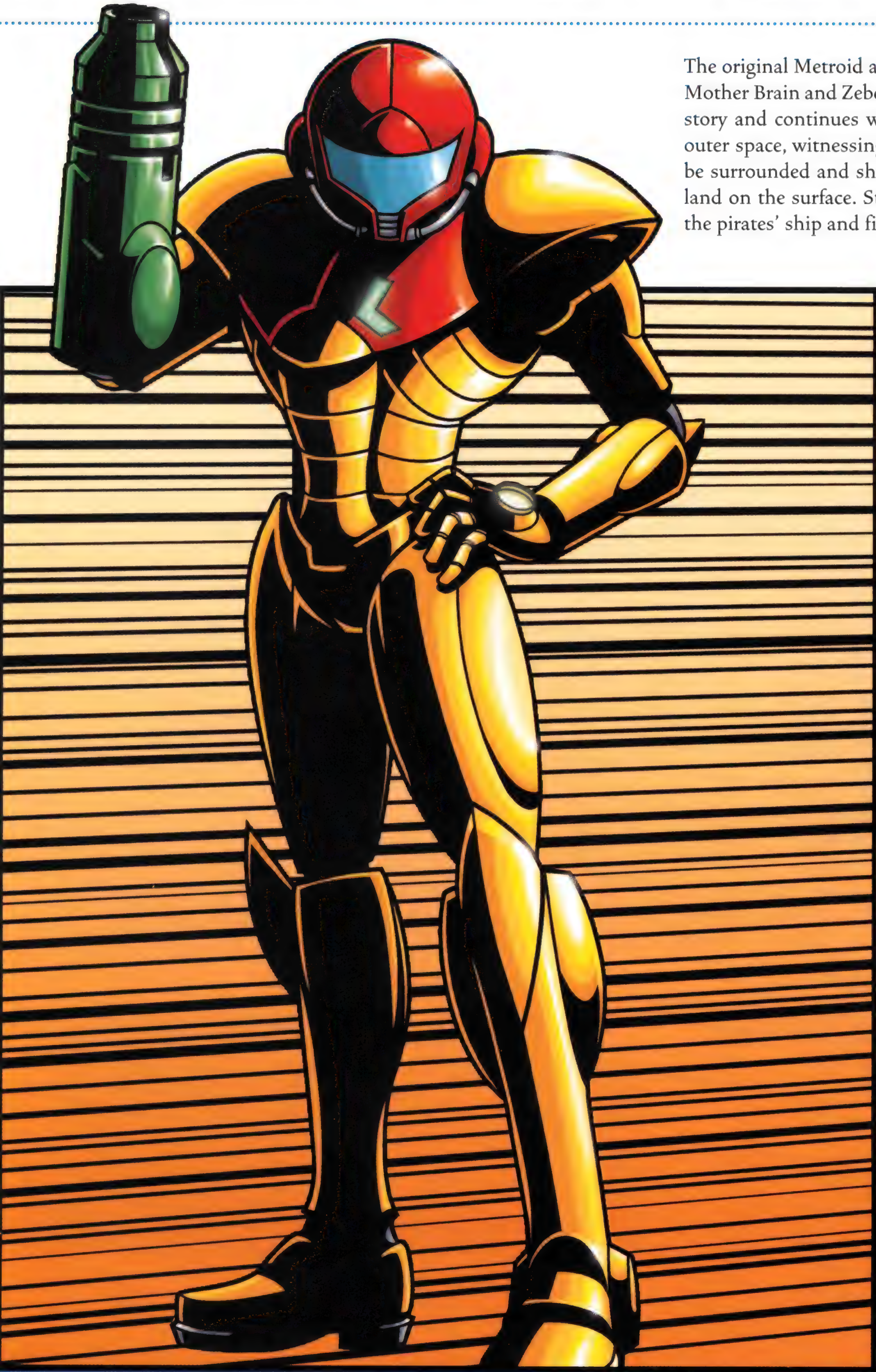

01:18:34
01:17:22

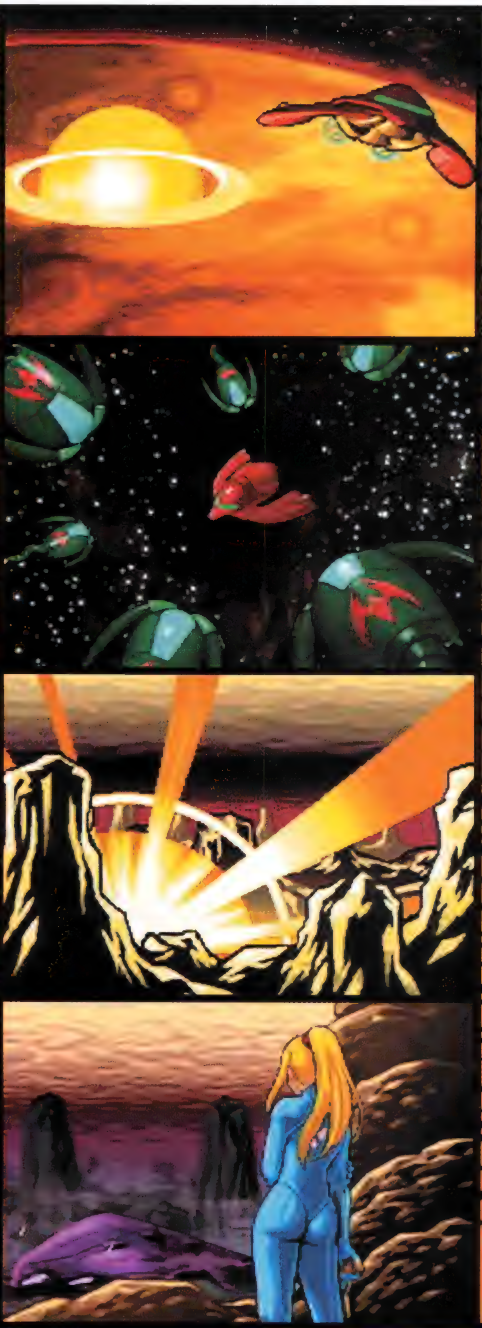
Keep running to the right—don't stop. Your booster will charge and you'll blaze through a series of Speed Booster Blocks before you reach your ship. Climb aboard and reach for the atmosphere.

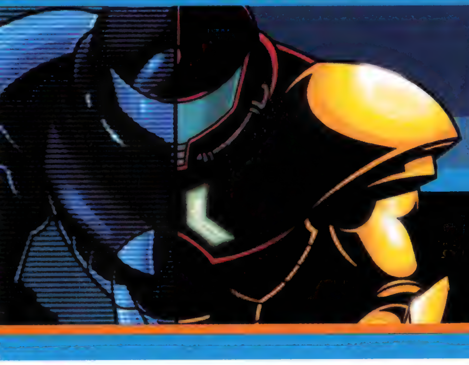
METROID: ZERO MISSION

a new twist

The original Metroid adventure ended with Samus's escape from the Mother Brain and Zebes. Metroid: Zero Mission reveals a twist to the story and continues with an all-new quest. After you rocket off to outer space, witnessing the explosion on the ground, your ship will be surrounded and shot down by Space Pirate vessels; you'll crash-land on the surface. Stripped of the Power Suit, you must infiltrate the pirates' ship and find a new way to escape.





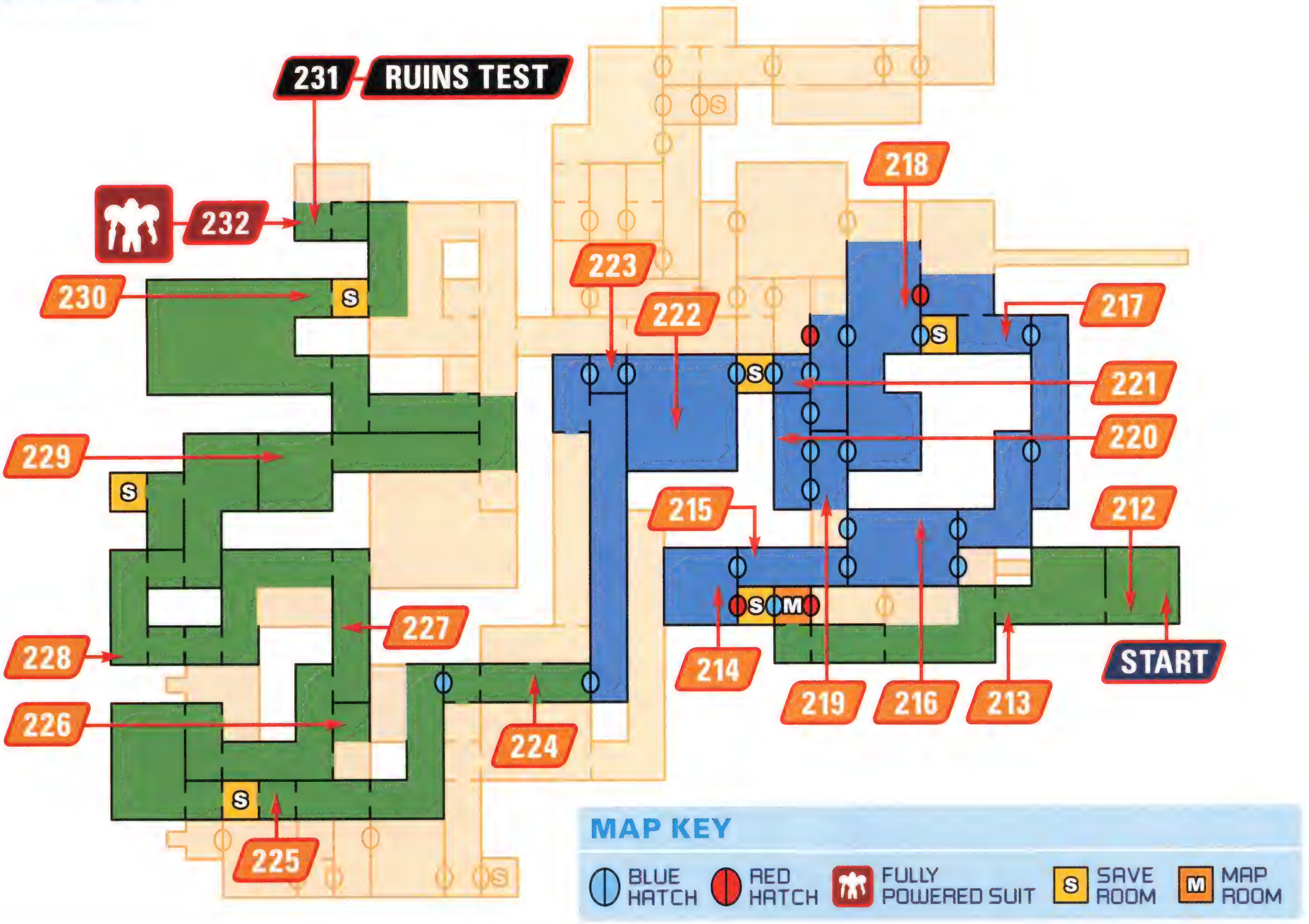


SURVIVAL:

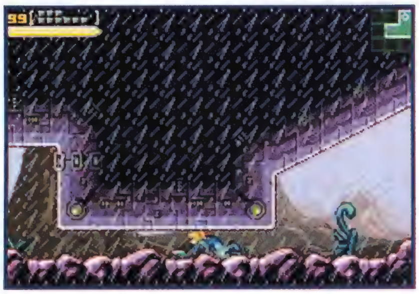
mother ship

You wanted out, but the Space Pirates pulled you back in. Armed with only a stun gun, you must enter the Space Pirate Mother Ship, avoid contact with the enemies inside and wind your way into the ruins of Chozodia.

chozodia

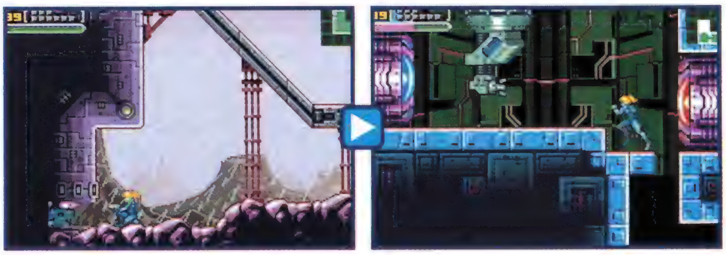

231 RUINS TEST
232
230
229
228
226
225
227
224
223
222
218
217
221
220
212
215
214
219
216
213
START
S
M
MAP KEY
BLUE HATCH
RED HATCH
FULLY POWERED SUIT
S SAVE ROOM
M MAP ROOM

212 TIGHT SQUEEZE



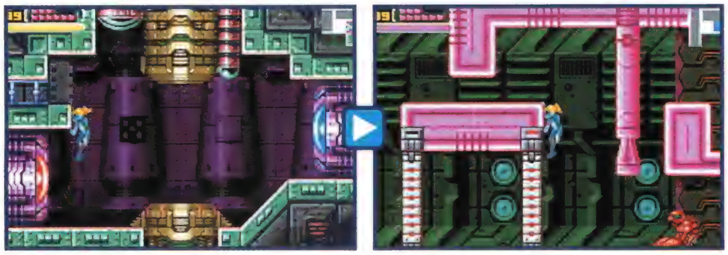
Since you don't have the Morph Ball, you can't roll through narrow passages, but you can crawl. As you advance to the left, Samus will drop to her hands and knees automatically when you reach the small passage where the bottom of the ship almost meets the planet's surface.

213 INFILTRATE THE PIRATE SHIP



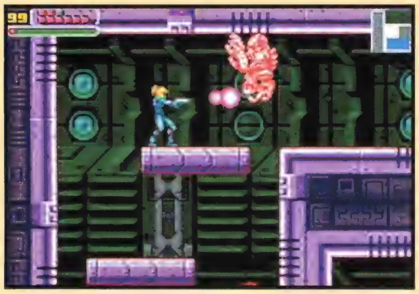
You won't have the means to open the green hatch at the top of the ramp, so you'll have to find another way into the ship. Kneel at the ship's base and blast away at a pair of blocks. Crawl into the open passage and continue to the map room.

214 SAVE AND SCATTER



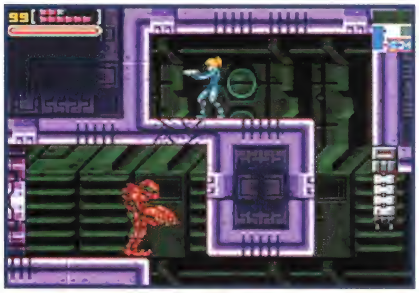
After you record your progress, climb into a tight passage above the red hatch. In the next room, you'll set off the alarm as soon as you drop to the floor. Run from the Space Pirate and climb up to the next platform.

PAUSE THE PIRATES !



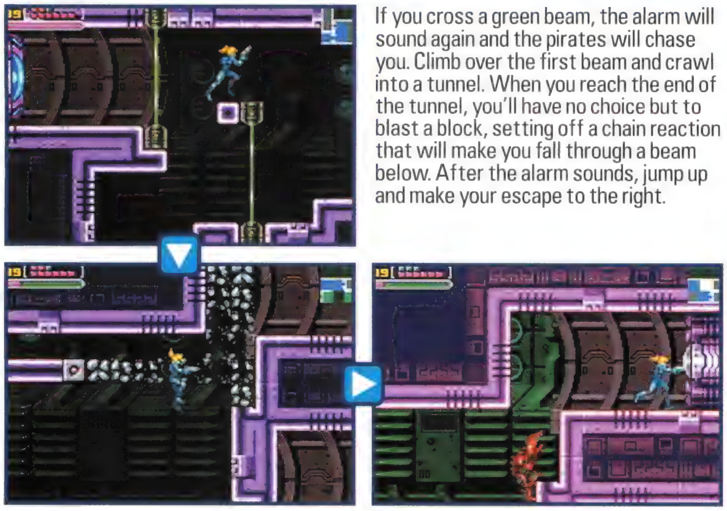
Your pistol is weak, but it can freeze a Space Pirate in its tracks for a very short time. Hit the creatures and run before they thaw.

215 SPACESHIP HIDEAWAY



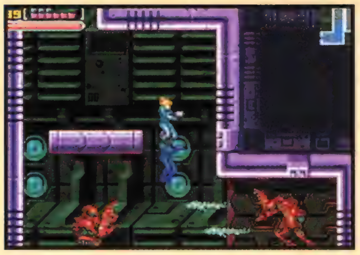
The scurvy aliens will continue to chase you until you elude them. Seek out secret coves to hide in while the pirates look for you.

216 NO ESCAPE FROM THE LASERS



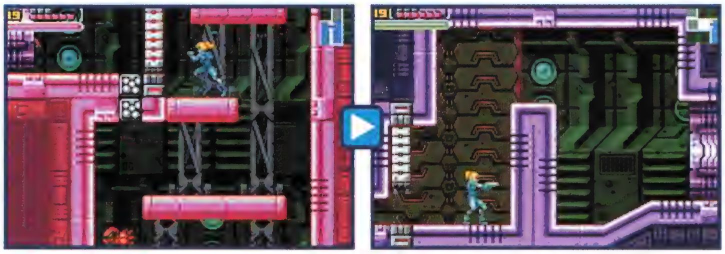
If you cross a green beam, the alarm will sound again and the pirates will chase you. Climb over the first beam and crawl into a tunnel. When you reach the end of the tunnel, you'll have no choice but to blast a block, setting off a chain reaction that will make you fall through a beam below. After the alarm sounds, jump up and make your escape to the right.

SPACE-PIRATE STANDOFF !



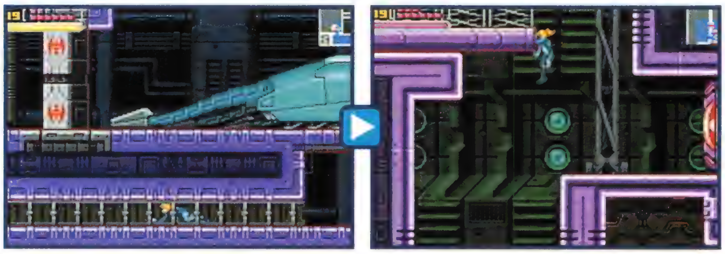
If you find yourself between two enemies, jump as they fire at you. If you're lucky, the pirates will hit each other with their blasts and you'll escape unharmed.

217 HOP AND HIDE



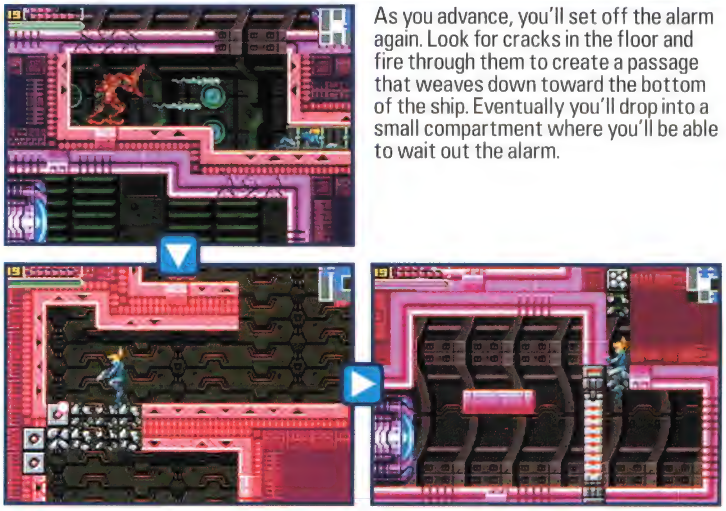
With the alarm still blaring, climb a shaft on the ship's right side. Ascend quickly to keep the pirates from hitting you with their shots. When you reach the top of the shaft, move left, climb over a wall and wait for the alarm to stop.

218 SCOPE OUT THE SHIP



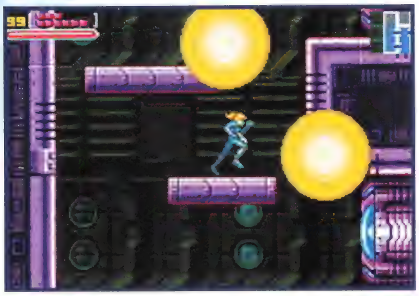
Once the alarm is off, a barrier will rise, allowing you to move on to the left. Crawl through a tunnel under the escape-ship bay, drop and enter the save room. With your progress recorded and your tanks full, move to the left then climb.

219 ON THE RUN AGAIN



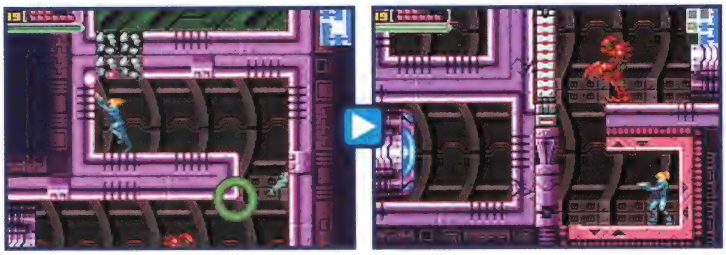
As you advance, you'll set off the alarm again. Look for cracks in the floor and fire through them to create a passage that weaves down toward the bottom of the ship. Eventually you'll drop into a small compartment where you'll be able to wait out the alarm.

220 STAY OUT OF THE SPOTLIGHT



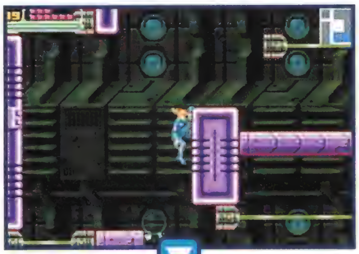
Several searchlights scan the long shaft in the middle of the ship. A light can brush past you without setting off the alarm, but if you come into contact with the light's white center, the alarm will sound and aliens will pop out from the hatches and chase you.

221 CAUGHT, THEN FORGOTTEN

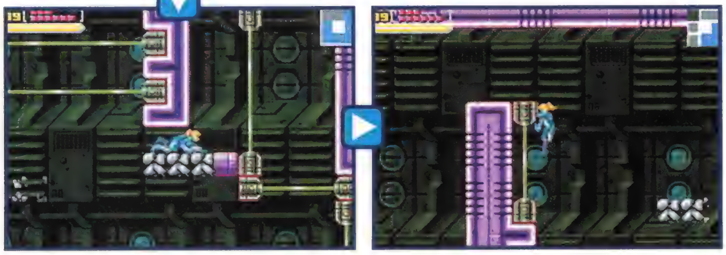


If the searchlights find you and trip the alarm, you'll have to outrun aliens as you climb up the next shaft. As soon as you enter the chamber to the right of the save room, fire at the wall to clear a blockade. Drop and hide under the ledge.

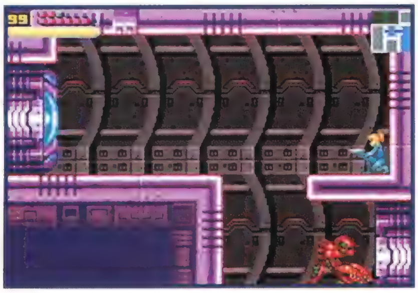
222 LASER ALERT



The large area left of the central save room is loaded with green lasers and platforms that will collapse under your weight after a few seconds. Jump, climb, crawl and avoid contact with the beams as you make your way to the area's upper-left corner. If you cross a beam, Space Pirates will make your escape more interesting.

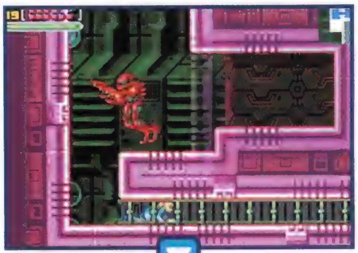


223 RIDE OUT THE ALARM

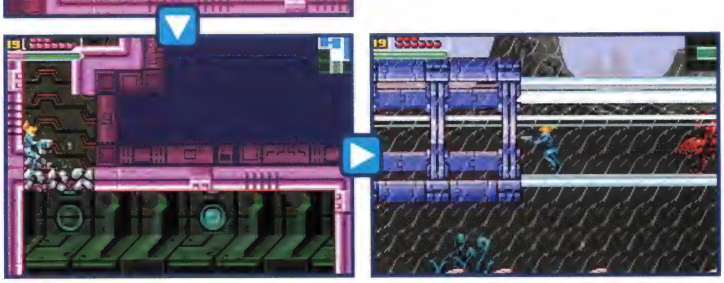


If you tripped the alarm during your run through the laser room, jump to a hidden ledge above the right-hand hatch in the next room. A pirate will investigate then turn around and leave.

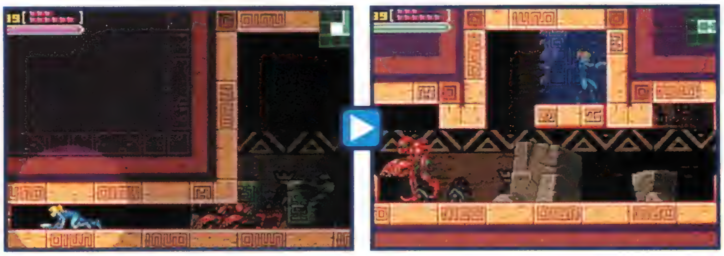
224 A CHASE INTO THE CHOZO RUINS



The alarm will sound again after a Space Pirate spots you in a short shaft on the left side of the ship. Crawl through a tunnel, break a weak section of the floor and drop into a long shaft, avoiding contact with plummeting aliens. After you reach the bottom, run to the left and escape the pirate ship by fleeing to the Chozo Ruins.

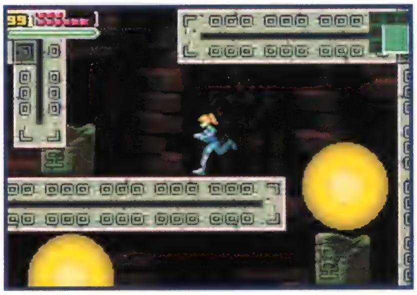


225 STOP IN THE SHADOWS

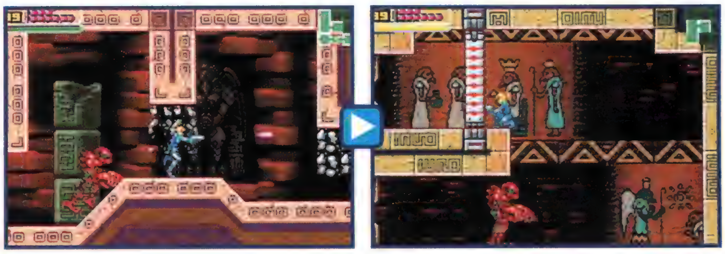


Pirates will chase you into the ruins. Keep running and crawling left until you see a small dark-blue alcove above the walkway. Hop up to the ledge and wait in the shadows until your pursuers lose you and the alarm quiets.

226 EXPLORE CHOZODIA ON THE RUN

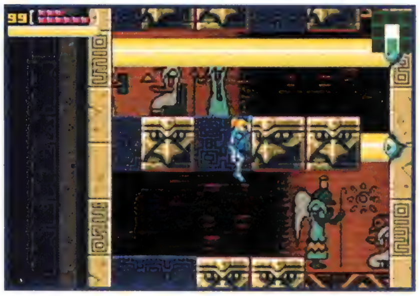


You'll encounter more searchlights in the lower-left corner of the ruins. The lights move unpredictably. Watch them carefully as you climb to the hatch in the upper-right corner. You may have to drop off ledges and lose some ground to avoid crossing the searchlights, but keeping the pirates away will be worth the trouble.



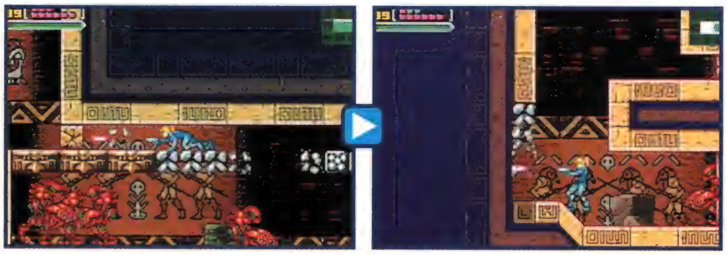
If you trip the alarm, pirates will chase you as you run to the right. Destroy the blocks at the bottom of the hanging barriers to avoid having to crawl. When you stop at the metallic barrier, blast the wall and floor blocks to elude your pursuers.

227 AVOID EYE CONTACT

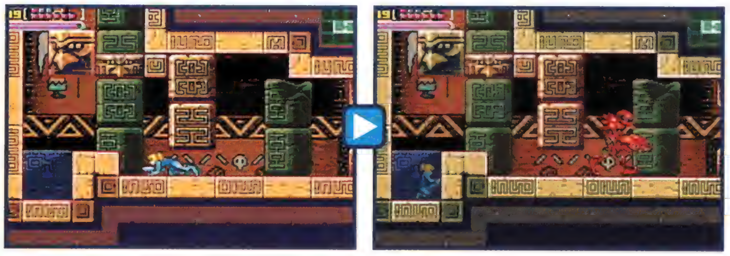


Laser sensors that look like eyes move up and down the corridor. Keep from crossing the beams as you climb and hang from ledges in the dark-blue shadows. If a beam hits Samus's dangling foot, the alarm will be activated. Pull up before the beam drops below the ledge.

228 RUN AND HIDE ON THE LEFT SIDE

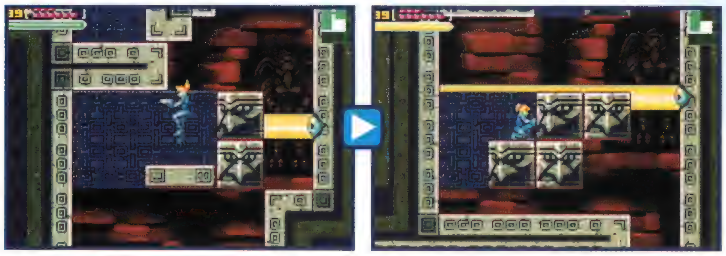


If the alarm is not already blaring, it will be as you cross over collapsing blocks in a narrow passage that leads to the left. After you fire through what appears to be a solid wall, you'll gain access to the shaft on the left side of the ruins.



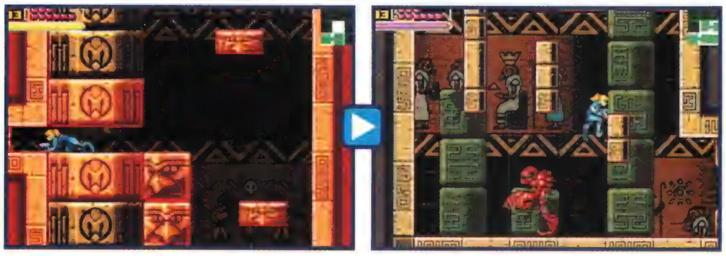
Head for the shadowy space in the shaft's lower-left corner, and duck. If a pirate did not witness your dive into the darkness, you'll be able to wait there until the alarm shuts off.

229 THE EYES HAVE YOU

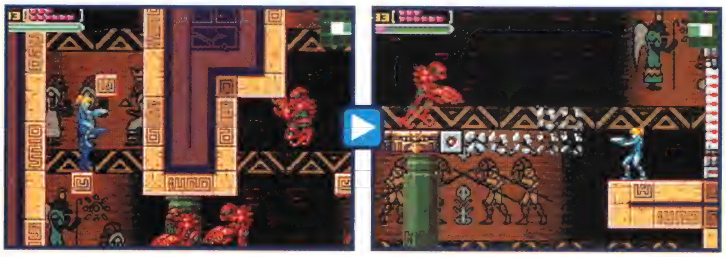


After you record your progress, you'll deal with more floating-eye sensors as you drop into one shaft and climb up another. Hide in the dark-blue shadows. If Samus's head peeks out from the darkness, crouch before an eye sees her.

230 HOT PURSUIT IN THE RUINS



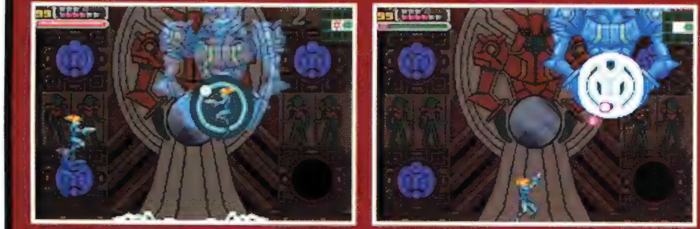
It's nearly impossible to avoid detection in the long corridor that leads to the right side of the ruins. Run from the aliens, climb up then crawl left.



Scramble up the shaft in the area's upper-left section, then run right. When you reach the metallic barrier, turn to the left and blast a large block. A chain reaction will cause your pursuers to fall and the barrier to rise.

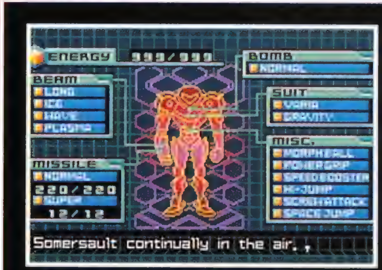
231 revelation in the ruins

When you reach the top of the ruins, a cut scene will reveal Samus's Chozo origins, showing her as a child on Zebes. By ridding the world of Metroids and Space Pirates, you'll be doing a favor for the creatures who saved Samus in her youth.



Fire at the glowing orb when it switches from Samus's image to a Power Suit symbol. The symbol will slide into one of four slots. Avoid the lightning blasts and continue to shoot symbols until all slots are filled.

232 fully powered suit



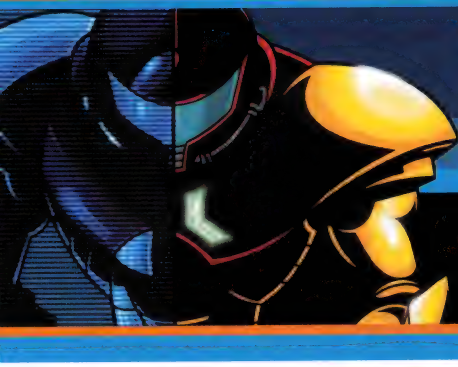
Somersault continually in the air.

UNKNOWN ITEM #1
PLASMA BEAM

UNKNOWN ITEM #2
SPACE JUMP

UNKNOWN ITEM #3
GRAVITY SUIT

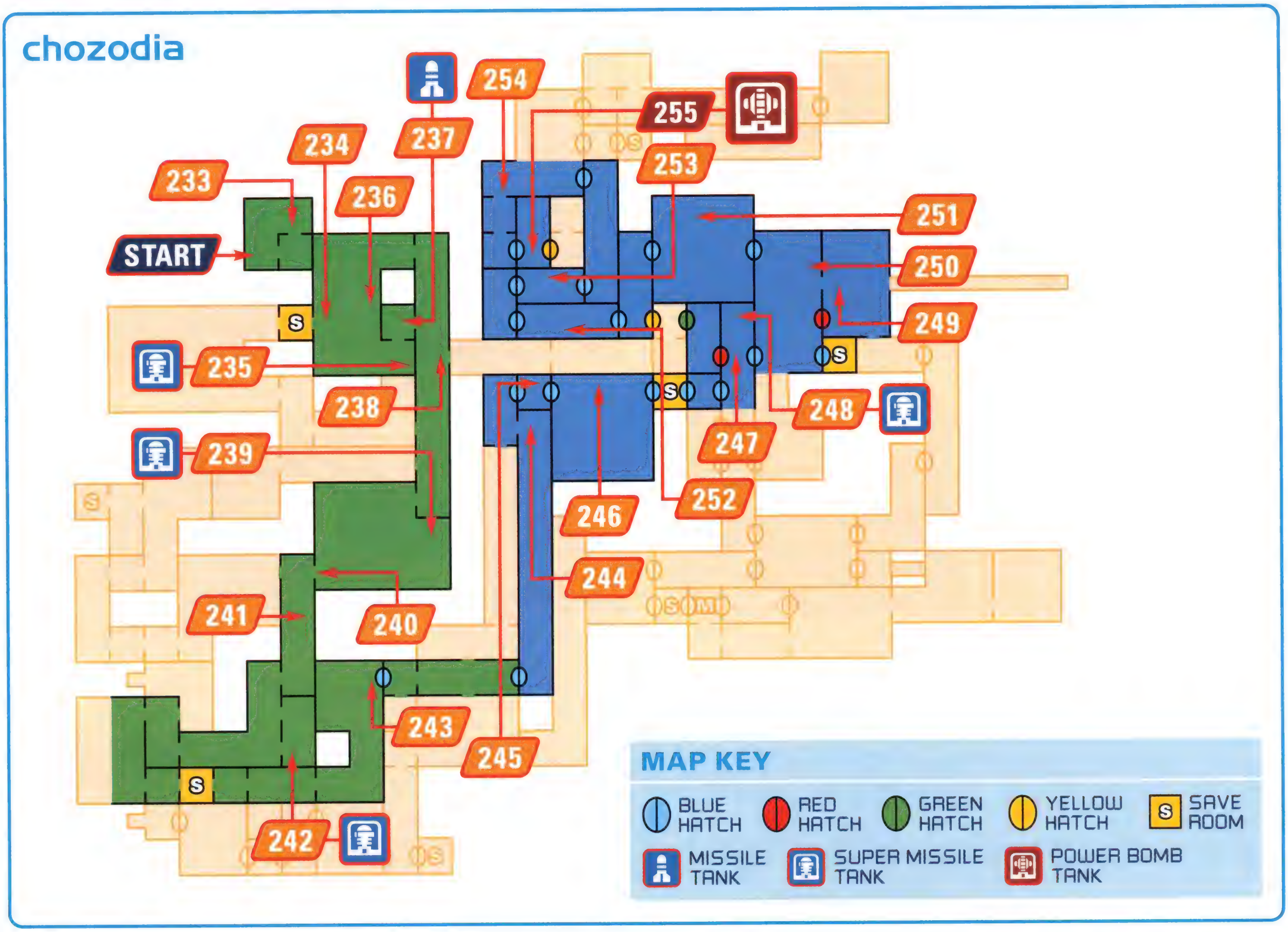
After you pass the Chozos' test, you'll receive a new Power Suit that has all of the upgrades that you found under the planet's surface and is compatible with the unknown items. Use your new powers to return to the pirate ship and exterminate the aliens.



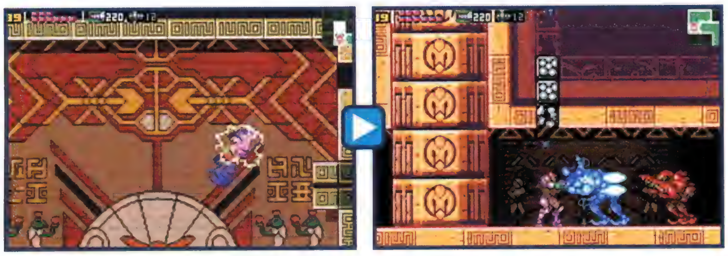
BOMB UPGRADE:

power bomb tank

The aliens have stolen the Power Bombs from the Chozo Ruins. By returning to the Space Pirate Mother Ship, you can track down and claim the ultimate explosive items. With the Power Bombs, you'll be able to blast through reinforced blocks and open yellow hatches.

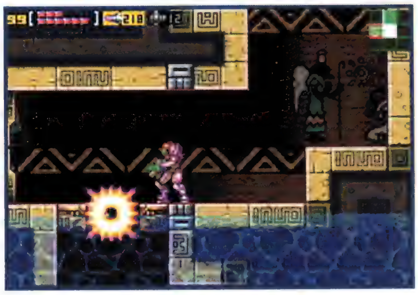

chozodia
START
233
234
236
237
254
255
253
251
250
249
248
247
252
246
244
235
238
239
240
241
243
245
242
S
MAP KEY
BLUE HATCH
RED HATCH
GREEN HATCH
YELLOW HATCH
S SAVE ROOM
MISSILE TANK
SUPER MISSILE TANK
POWER BOMB TANK

233 GONNA FLY NOW



The only exit from the large room at the top of the ruins is by way of a passage in the upper-right corner. Use your new Space Jump to string leaps together and rise. After you squeeze through the passage, you'll drop and face a pair of aliens.

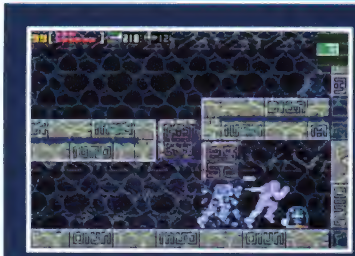
234 BLAST THE BRIDGE



To the right of the save room, you'll discover a bridge made of blocks that you can destroy with missiles. Break one of the blocks and drop into the flooded chamber.

235

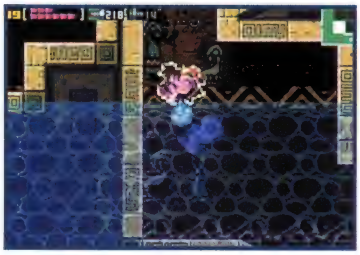
super missile tank



The Gravity Suit will give you mobility underwater. Run to the right at the bottom of the flooded chamber to charge your Speed Booster. When you reach the right side, you'll blaze through Speed Booster Blocks and collect a Super Missile Tank.

236

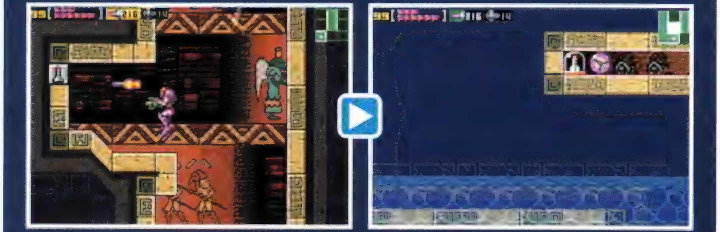
SPACE-JUMP ESCAPE



You'll find a new way out of the water above the area where you found the Super Missile Tank. Use the Space Jump technique to rise from the water and fly to the upper-right corner of the ruins.

237

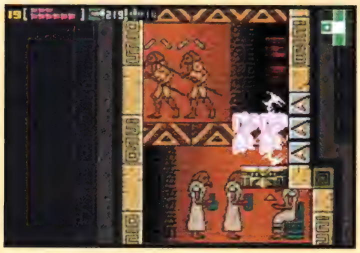
missile tank



As you drop through the right shaft, gravitate toward the left wall and stop at the ledge. Use a missile to break through a block in the upper-left corner of the alcove, and roll through a passage to a Missile Tank.

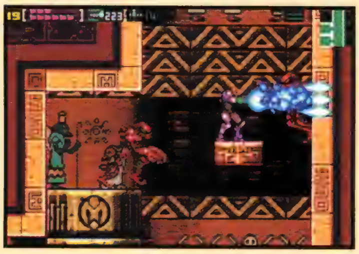
238

BOOSTER BARRICADE



By detonating bombs on the right ledge in the middle of the shaft, you'll reveal Speed Booster Blocks on the wall. An advanced Speed Booster technique that lets you sustain a charge from your run through the water will allow you to blast through the blocks. Return to the area after you have more Speed Booster experience.

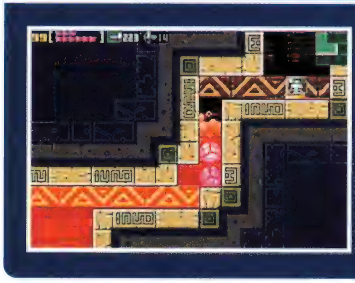
QUIET THE ALARM



When the alarm is triggered, pirates will continue to attack and some passages will be blocked by metal barriers. By defeating the aliens in your immediate vicinity, you'll avoid detection and you'll cause the alarm to shut off.

239

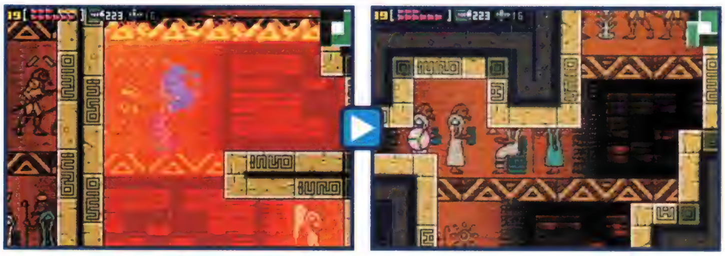
super missile tank



By using a bomb or the Screw Attack, you can gain access to a lava pool. Drop to the bottom of the pool, run to the right and explore a tight passage that leads to a Super Missile Tank.

240

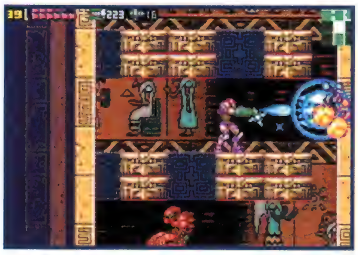
FLY OUT OF THE FIRE



Use the Space Jump to emerge from the left side of the lava pool. Run left, drop, and climb into a tunnel that leads to the middle of the ruins.

241

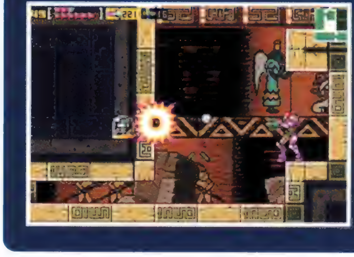
STOP THE WATCHERS



You'll drop through a corridor that is protected by eye-beam sensors. Blast the sensors with your Plasma Beam, then target the Space Pirates that answered the alarm.

242

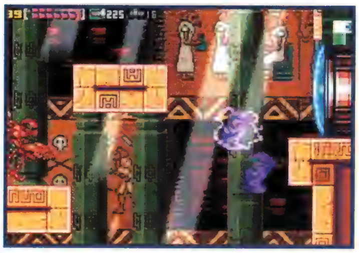
super missile tank



Enter the top half of the short shaft in the ruins' lower-middle section and detonate a bomb on the large blocks. A chain-reaction explosion will give you access to the bottom half of the shaft. Use a missile to break a block in the left wall, and climb through the small hole to a Super Missile Tank.

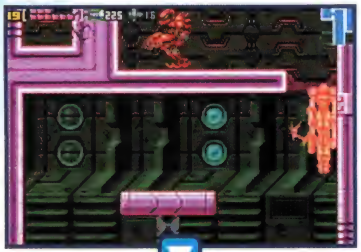
243

RETRACE YOUR STEPS TO THE SHIP

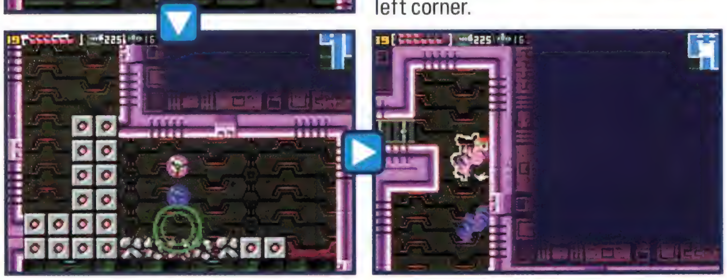


Zigzag left then right through the passages at the bottom of the ruins. Space-Jump up to the top of the shaft that leads to the exit and Screw-Attack the Space Pirates in the shaft before they can get a shot off.

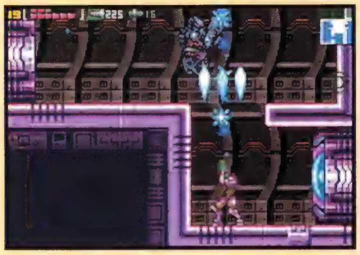
244 ROCKET UP THE SHAFT



To charge up your Speed Booster, run through the glass tube that connects the ruins to the pirate ship. Blaze through the pirate at the bottom of the shaft, then kneel to stop. Walk to the right wall and tap the A Button to blast off. When you reach the top of the shaft, let a pirate destroy the ledge or use bombs to do the deed yourself, then Space-Jump to the tunnel in the upper-left corner.

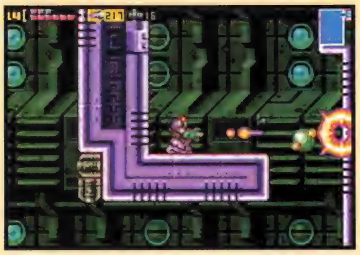


245 POWERED-UP PIRATES



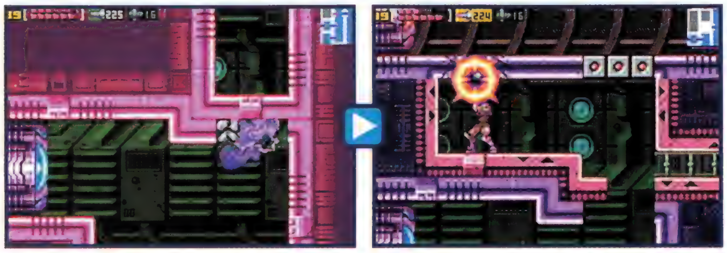
Returning to the pirate ship, you'll encounter azure-shaded pirates for the first time. The blue meanies are able to withstand several beam shots, and missiles bounce right off them. If you don't have to fight a blue pirate, run away. If you do have to defeat the beast, be persistent and keep blasting.

246 FIRE ON THE FLOATERS



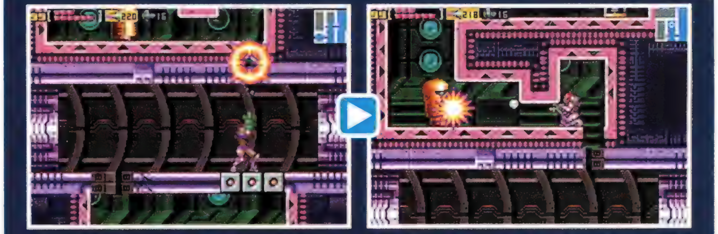
Green probes float through some pirate-ship chambers and send out blasts of electricity. Use missiles to break apart the probes as soon as you see them.

247 A QUICK CLIMB TO THE TOP



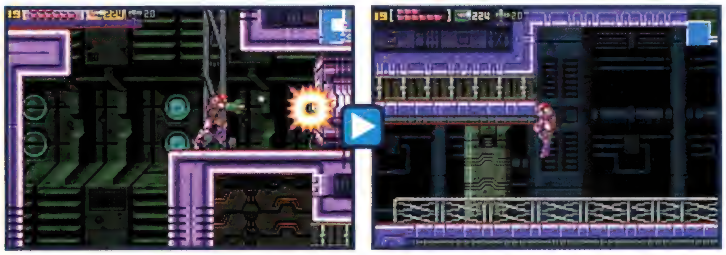
As you make your way up through the middle of the pirate ship, use the Screw Attack and missiles to break through ceiling barriers.

248 super missile tank



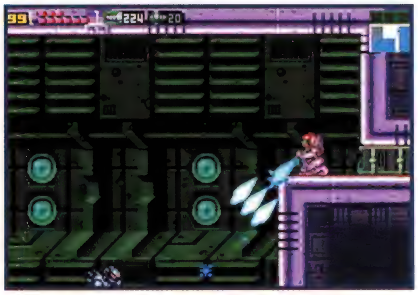
Use missiles to bash through the cracked ceiling, and climb to the top of the middle shaft. Hit the gold-colored robot with a beam to activate it, then hit it with missiles to make it back up, giving you access to a tank.

249 MAKE YOUR WAY THROUGH THE BAY



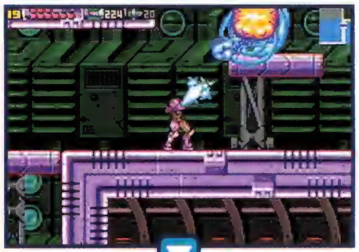
Open the red hatch above the save room and climb to the top of the spaceship bay. Hop up to a narrow tunnel and roll left into the left side of the bay.

250 PIRATE SURPRISE

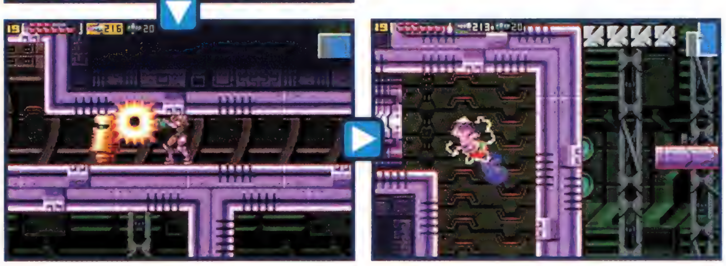


As soon as you emerge from the tunnel, kneel and fire diagonally down at a blue pirate. You'll defeat the fiend before it can retaliate. After the one-sided fight, drop to the floor, run to the left and jump over another blue pirate on your way out of the bay.

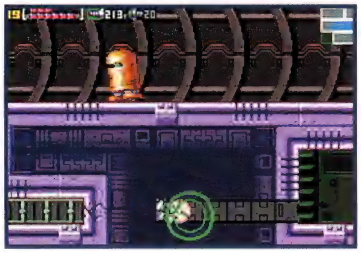
251 ROCK THE WADDLING ROBOT



Climb to the top of the square chamber and hit a gold-colored robot with your beam. The blast will make the robot come to life and waddle toward you. Hit it with missiles to make it back up and to clear the way to the left side of the chamber.

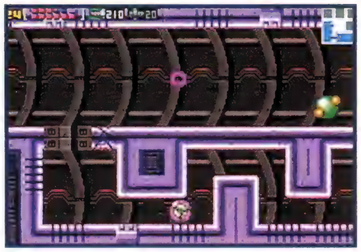


252 TUNNEL TROUBLE



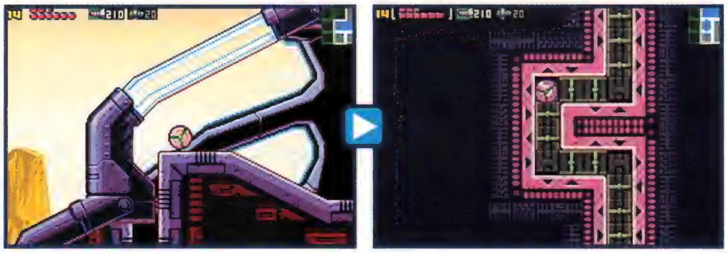
You'll find a tunnel that leads to the left side of the pirate ship in the solid wall. If the alarm is still blaring, pirates will chase you into the tunnel and inflict a lot of damage. You can destroy the pirates by using bombs, but it's easier to take care of them with beams before you enter the tunnel.

253 TAKE THE LOW ROAD



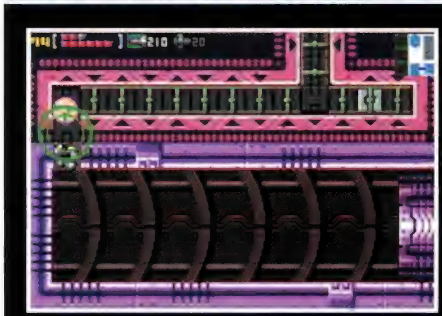
As you advance through the middle of the ship's upper-left sector, you'll reach a probe-packed corridor. Bomb through a weak section in the floor, then roll through a zigzagging tunnel to avoid the probes.

254 DOWN THE HATCH

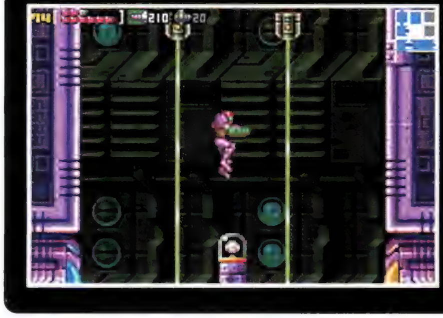


Drop through the narrow hole on the ship's left edge, curl up into Morph Ball form and roll through a tight-turning tunnel.

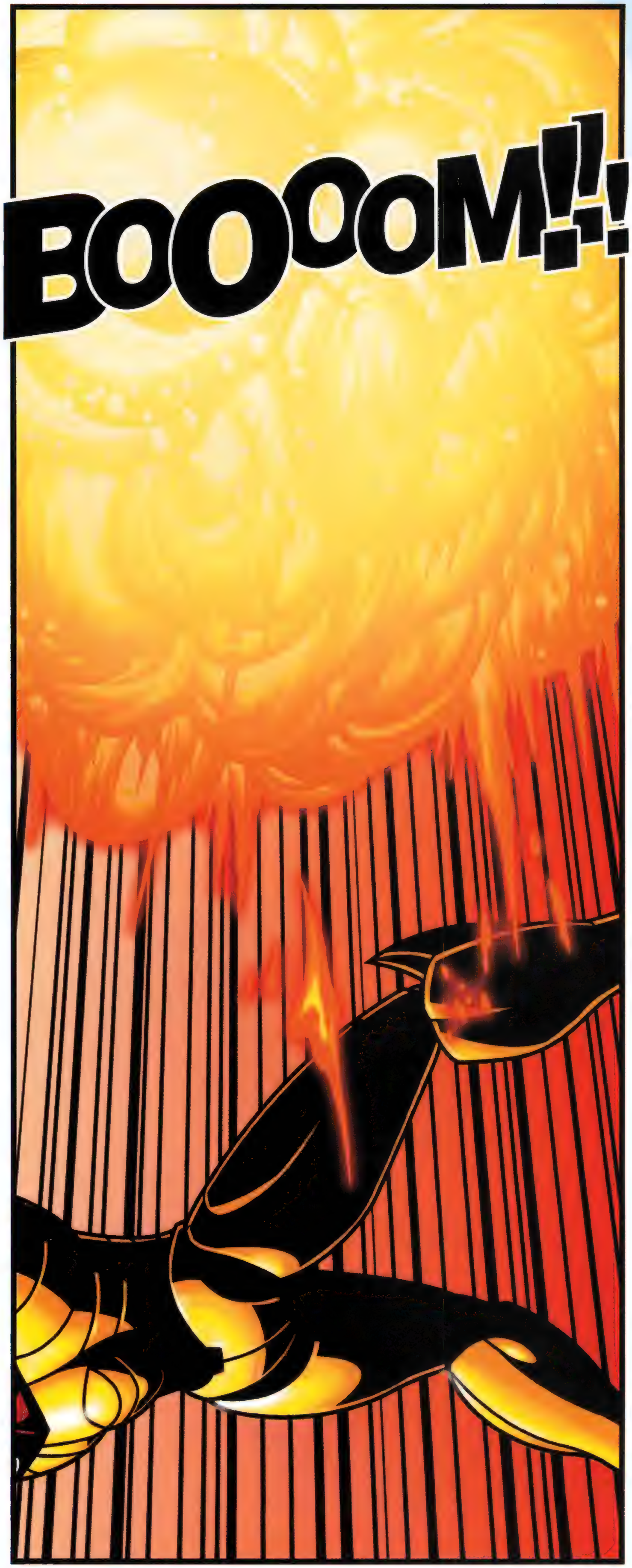
255 power bomb tank



When you reach the tunnel above the walkway that leads to the center of the ship's upper-left section, you'll watch a Space Pirate carry the Power Bomb upgrade to the next room. Bomb your way left, then blast open a passage to the main path.



Beams enclose the Power Bomb upgrade on its left and right sides. If you don't want to trip the alarm, use the Space Jump to fly up and over the left beam, then drop to the pickup.

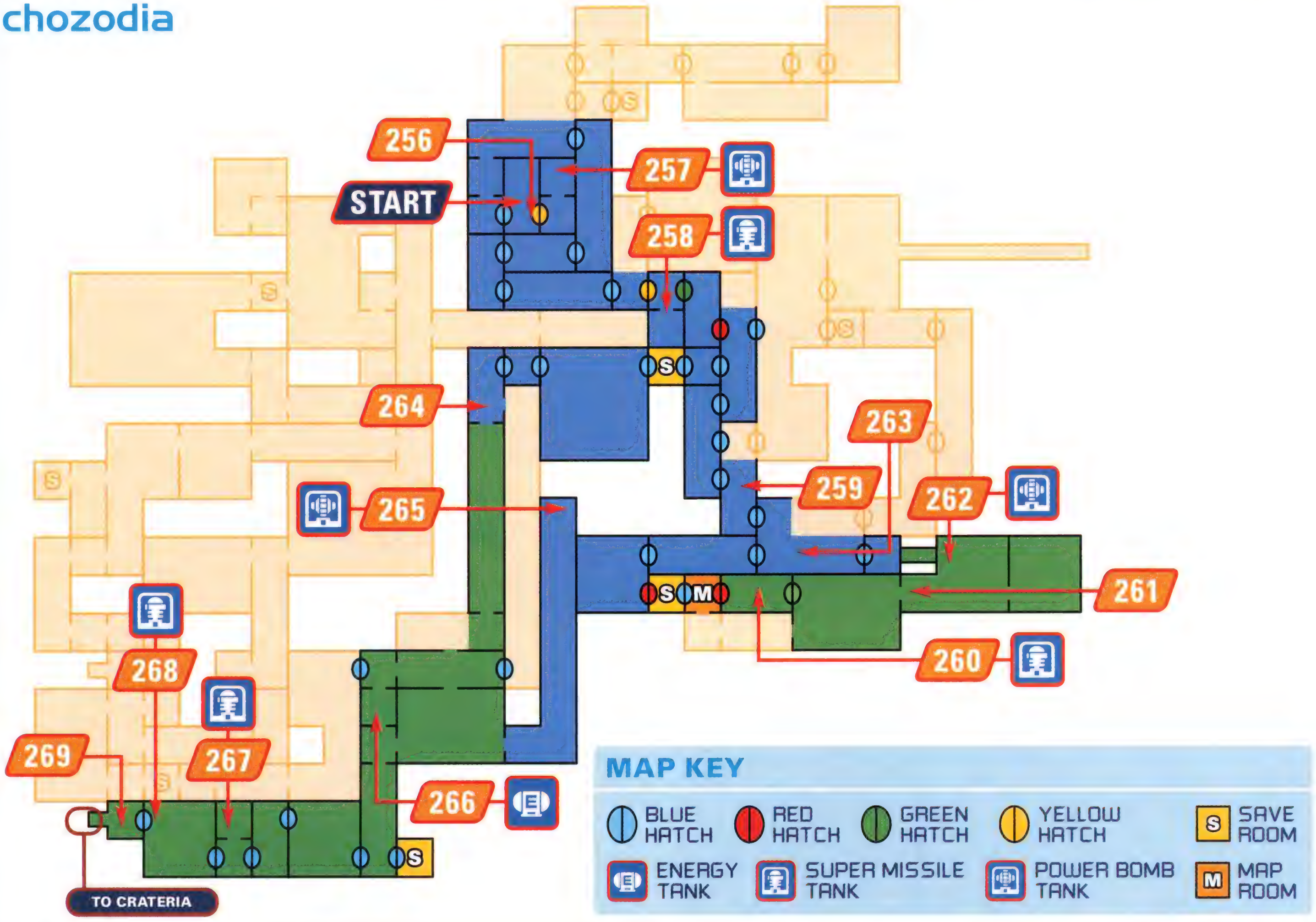


SURVIVAL:

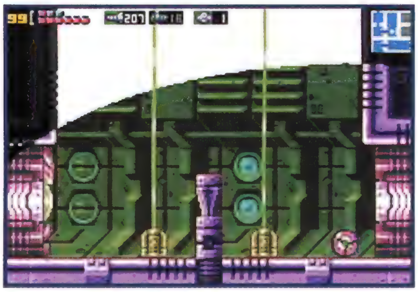
explore zebes

Power Bombs are the last puzzle piece you'll need to set the pirate ship's self-destruct mechanism and escape the planet for good. If you want to uncover all of the planet's secrets before you complete the adventure, use the bombs to leave the ship and return to Crateria.

chozodia

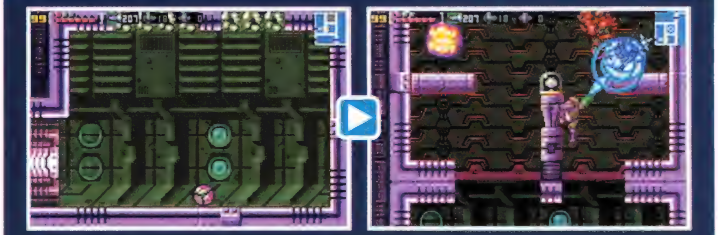

256
257
START
258
264
263
259
262
265
261
260
268
267
269
266
TO CRATERIA
S
M
MAP KEY
BLUE HATCH
RED HATCH
GREEN HATCH
YELLOW HATCH
SAVE ROOM
ENERGY TANK
SUPER MISSILE TANK
POWER BOMB TANK
MAP ROOM

256 POWER THROUGH THE YELLOW HATCH



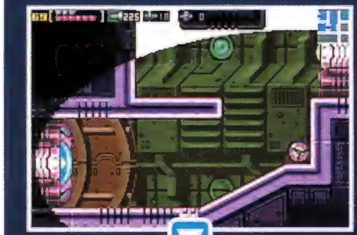
To keep from setting off the alarm, Space-Jump up and over the right beam. If you don't mind setting off the alarm, walk through the beam then fight the aliens that answer the call. Next, detonate a Power Bomb anywhere in the room to open the yellow hatch.

257 power bomb tank

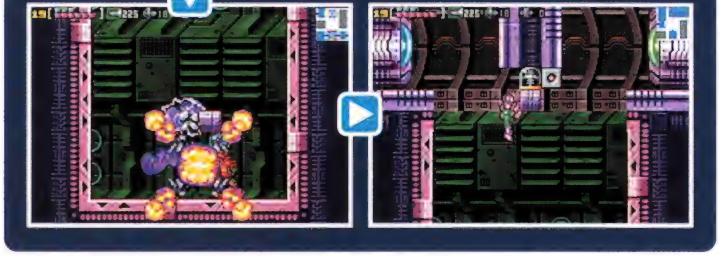


Detonate a Power Bomb in the empty room to the right of the tank's former resting place. You'll blast open passages in the ceiling that lead to another Power Bomb Tank and two pirates.

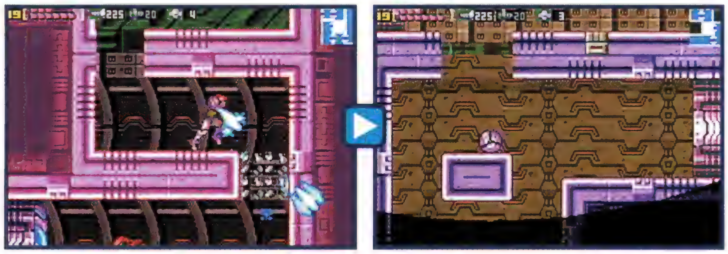
258 super missile tank



Return to the yellow hatch in the ship's center and use a Power Bomb to open it. Enter the next room and fire at the barrier to reveal a Super Missile Tank. After you bomb through a block for access to the tank, you'll fall through the floor. Space-Jump back to the top of the room and grab the item.

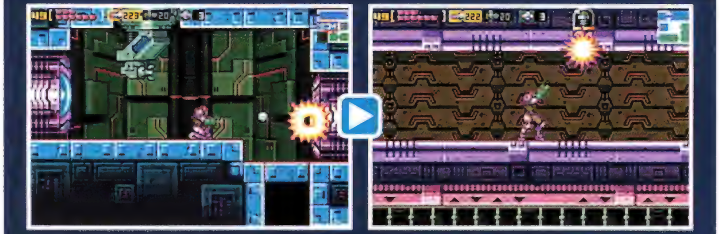


259 DROP TO THE SHIP'S LOWER REACHES



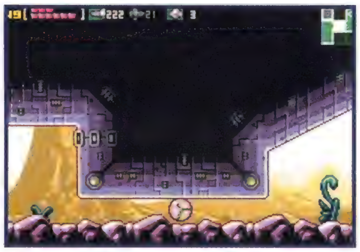
Use a series of short shafts to make your way down through the center of the ship, blasting floors with your beam and missiles along the way. When you reach the lowest shaft, detonate a Power Bomb to clear the way to the bottom.

260 super missile tank



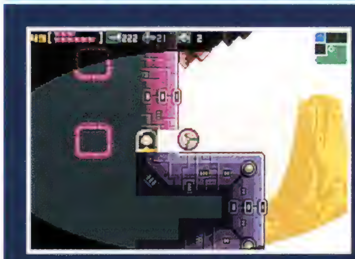
Wind your way down to the lower corridors and zip through the map room. Fire at the ceiling in the next corridor to reveal a Super Missile Tank. Use a missile to blast the block under the tank to access the item.

261 EXPLORE THE EXTERIOR



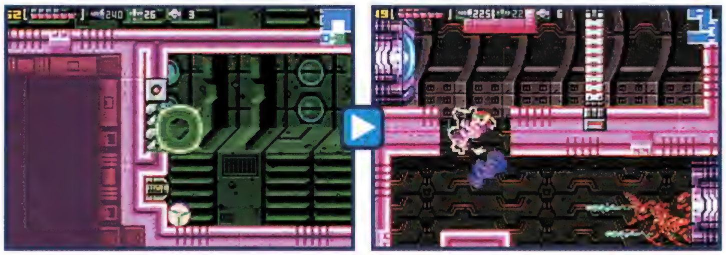
Use a Super Missile to open the green hatch that leads to Crateria. Exit the ship, run to the right and roll through the narrow passage between the bottom of the ship and the planet's surface.

262 power bomb tank



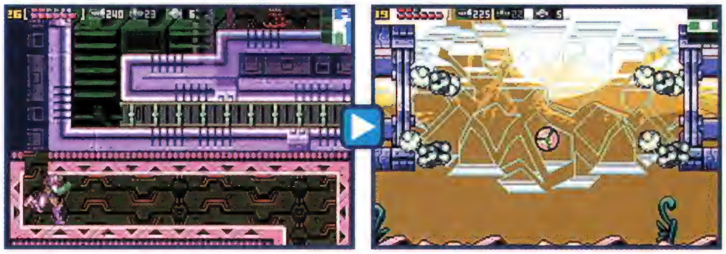
Climb up to the ledge on the right side of the ship's exterior and detonate a Power Bomb to uncover a Power Bomb Tank.

263 ROLL BACK INTO THE SHIP



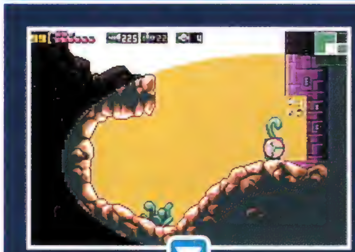
After you collect the Power Bomb Tank, roll left, back into the ship. Detonate a bomb on the left wall of the room with the green beam to gain access to the ship's central shafts, then work your way up and to the left.

264 A SHORTCUT AND A JARRING EXPLOSION

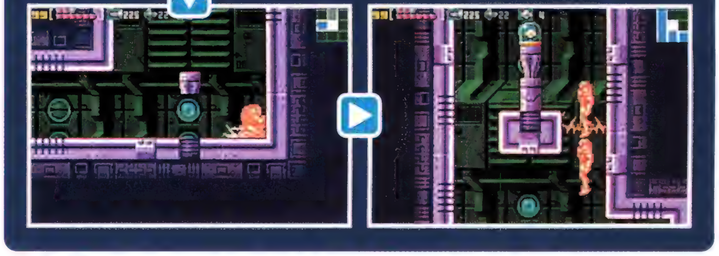


When you reach the short shaft on the left side of the ship, hop into a hidden hole in the upper-left corner. Drop to the lower-left corner then bomb into a path that leads to the ship's large glass tube. Use a Power Bomb to shatter the glass.

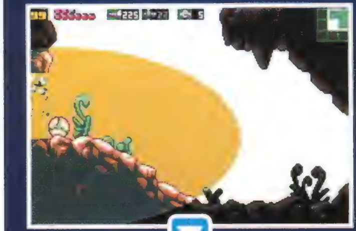
265 power bomb tank



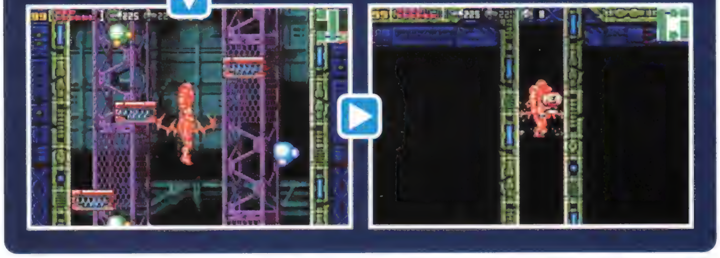
From the broken tube, run right, drop into a hole and use a Power Bomb to break through to a new section of the ship. Run to the right and crouch to stop after you zip through a pair of Speed Booster Blocks. Press the A Button to rocket to the top of the shaft, where you can grab a Power Bomb Tank.



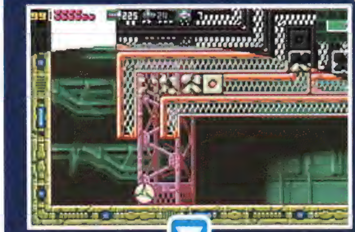
266 energy tank



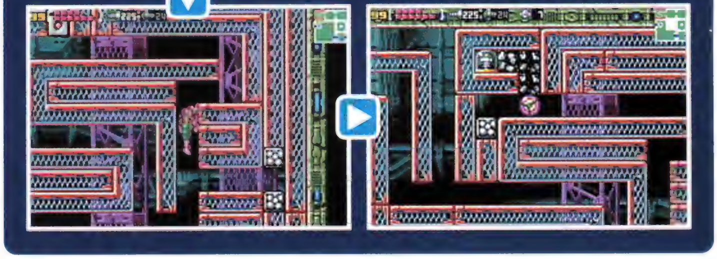
Venture to the left side of the broken glass tube, drop, then detonate a Power Bomb to access a shaft. Fall to the bottom, travel left and defeat all of the enemies. Run to the right from the left end of the uneven corridor. Kneel to stop, charged, in the middle of the shaft, then rocket up to a tank.



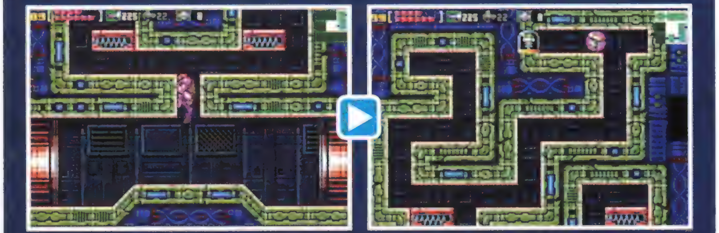
268 super missile tank



Detonate a Power Bomb in the expansive room near Chozodia's lower-left corner to break a large concentration of blocks, revealing a series of passages that runs to the top of the room. As you climb, detonate at least one more Power Bomb to break additional blocks, then roll up to a Super Missile Tank.

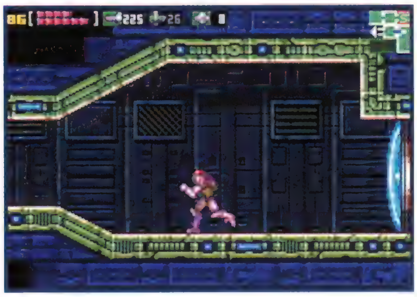


267 super missile tank



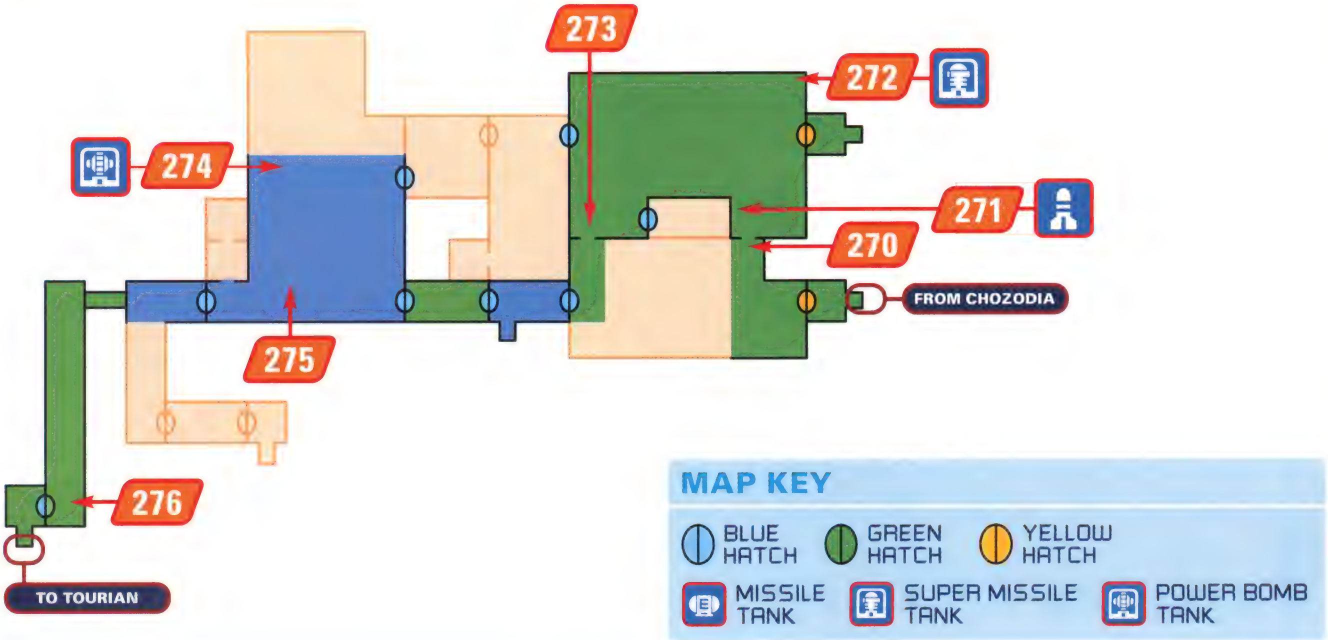
Return to Crateria's lower-left sector and stop in the middle of a short passage between two hatches. Jump up to reveal a hidden maze of narrow passages. Roll left, hop up, roll right and make your way to a tank.

269 CRATERIA REVISITED

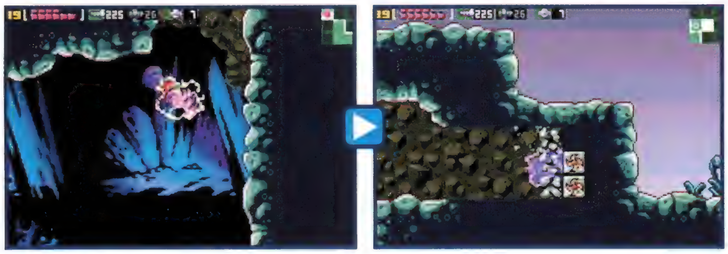


Exit from the left side of the square room, then run left and detonate a Power Bomb to open a yellow hatch that leads back to Crateria. In your new exploration of the area, you'll be able to reach three items that you weren't able to get the first time around.

crateria

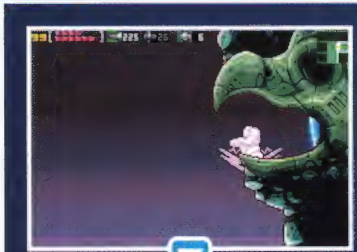

273
272
274
271
270
275
FROM CHOZODIA
276
TO TOURIAN
MAP KEY
BLUE HATCH
GREEN HATCH
YELLOW HATCH
MISSILE TANK
SUPER MISSILE TANK
POWER BOMB TANK

270 UP FOR AIR

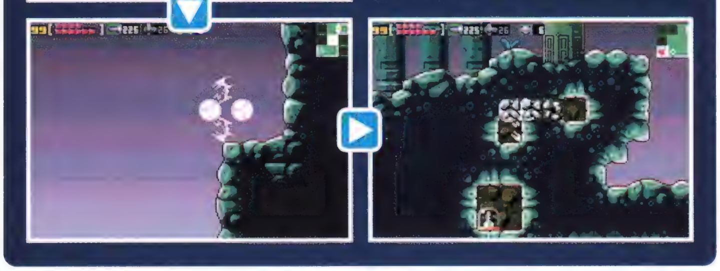


Once in Crateria, Space-Jump up through a hole in the ceiling to resurface in the Chozo Ruins. Use the Screw Attack to buzz through a large chunk of rock and take in a breath of fresh air at the surface.

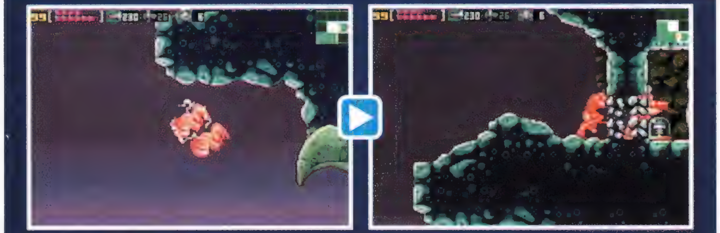
271 missile tank



Open the yellow hatch in the Chozo's beak, jog right to the end of the next corridor, then run left and kneel to stop in the beak. While you're still charged, drop to the natural rock ledge below the beak, roll into ball form and blast off to the left. You'll blaze through blocks and collect a tank.

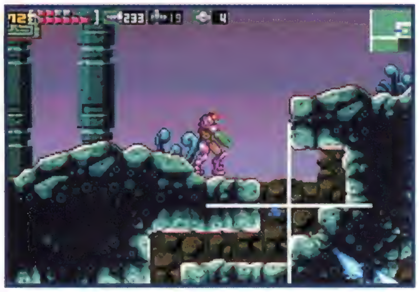


272 super missile tank



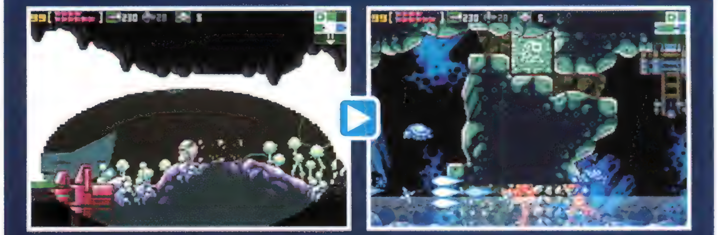
Return to the Chozo's beak, travel right then run left to charge up your booster again. Space-Jump up to within reach of the ledge above the Chozo. Blast off to the right and dash through a barrier to a tank.

273 FIRE DOWN BELOW

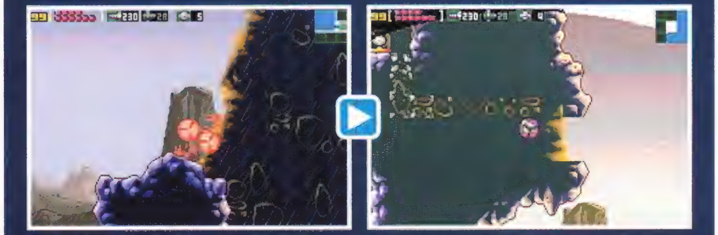


Space-Jump left over a series of tall pillars. Drop to the ground and blast through a Chozo Block to reach the underground. If you're low on energy or expendable items, recharge at the Chozo Statue nearby, then roll left and drop into the flooded cavern.

274 power bomb tank

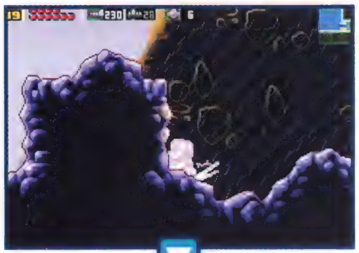


Venture to the left and use a Power Bomb to destroy the blocks that are right of the Norfair elevator. Jog to the water's edge, then turn around, run left and blaze through the Speed Booster Blocks left of the elevator.

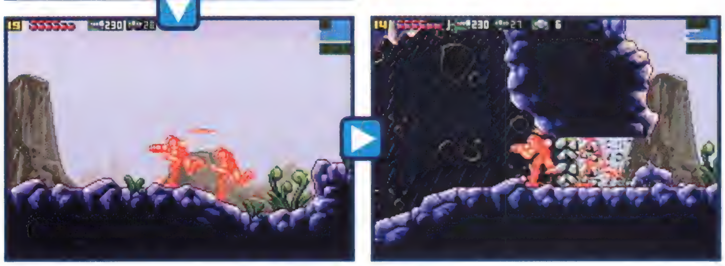


Kneel to stop before you hit the rock formation outside. Hop up to the small ledge on the right, roll into a ball and blast off diagonally up and to the left. After you land, detonate a Power Bomb for access to the tank.

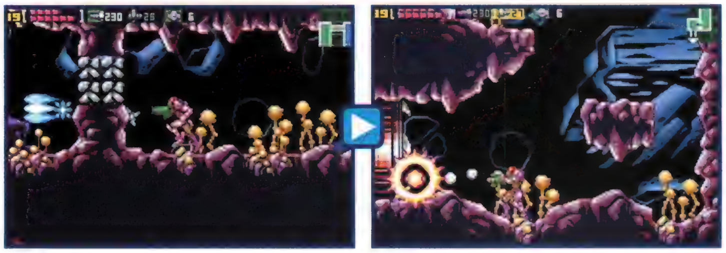
275 BURN THROUGH BLOCKS



Go back to the water's edge, turn around and run left, building up your Speed Booster. Kneel to stop at the rock formation, still charged. Leap over the formation, sprint left and drop off a small ledge. Tap the A Button, hold Left on the Control Pad and dash left through a rock wall.

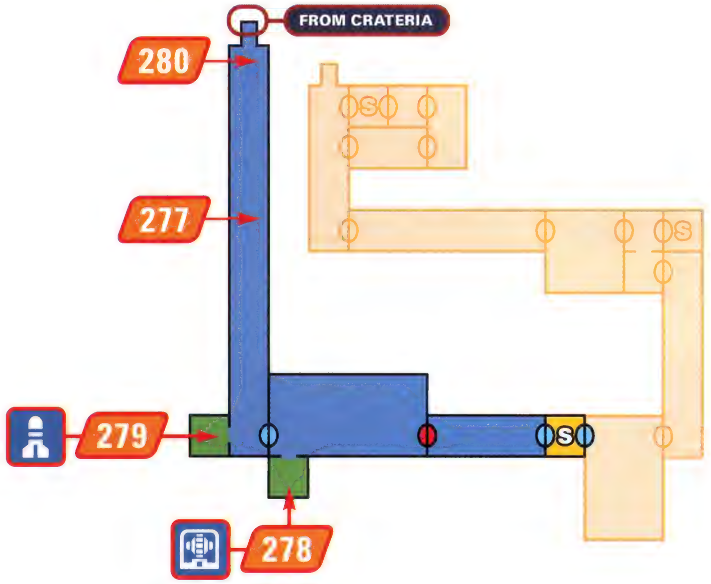


276 RETURN TO TOURIAN



Your item-collecting travels will take you to Tourian next. Run left, blasting barriers as you go, then drop through a long natural shaft and use a Super Missile to break through a green hatch. Continue left to the Tourian elevator.

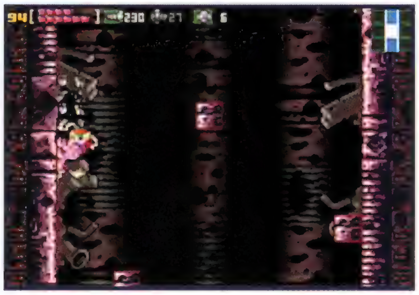
tourian



MAP KEY

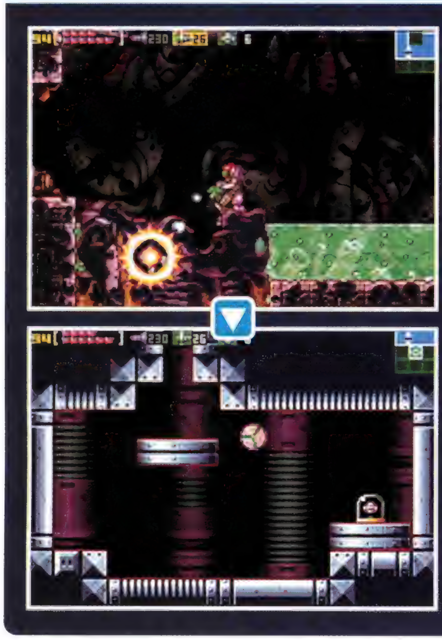
- ◐ BLUE HATCH
- 🔴 RED HATCH
- MISSILE TANK
- POWER BOMB TANK
- S SAVE ROOM

277 FALL FAST



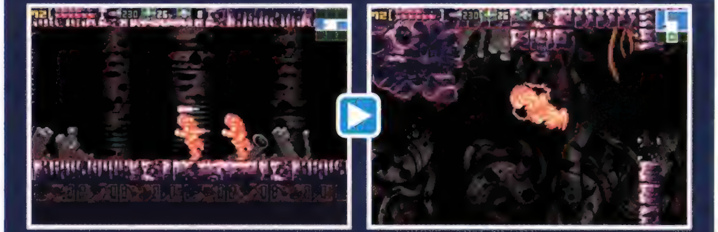
Leap left or right from the elevator when it's at the top of the shaft. Engage the Screw Attack and fall along one of the walls. You'll buzz through blocks as you go and drop quickly to the bottom of the shaft.

278 power bomb tank

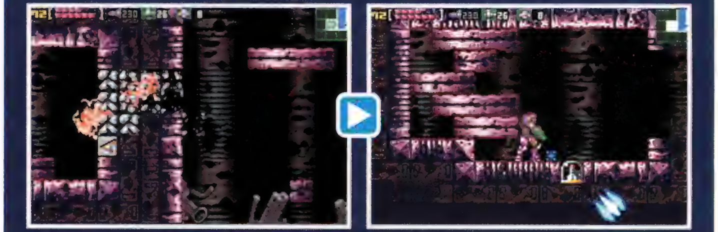


Detonate a Power Bomb at the remains of the Mother Brain to expose a Super Missile Block. Hit the block with a big rocket, then drop into the resulting hole. You'll find a Power Bomb Tank in a secret room.

279 missile tank

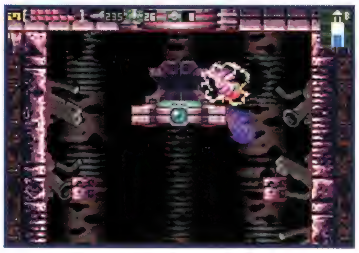


Travel to the hatch outside the save room, then run to the left. Before you reach the short step up to the brain's corridor, start a booster-charged Space Jump. Fly past the brain's remains and into the shaft.



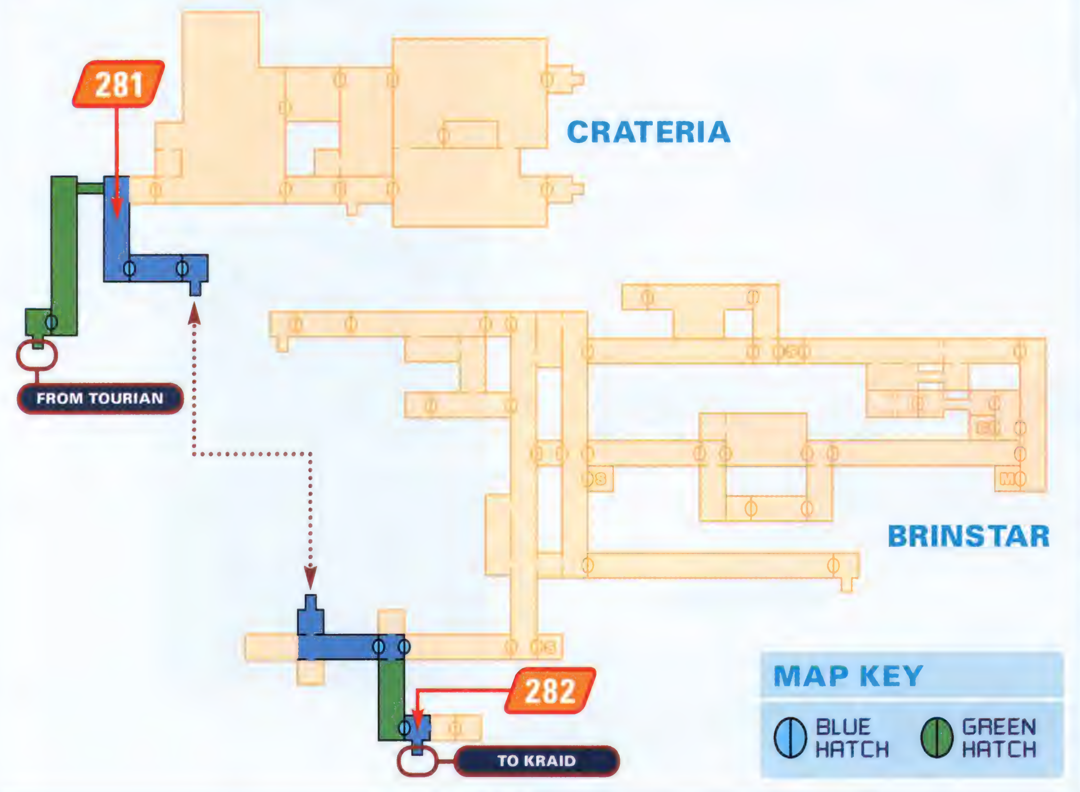
Continue your boosted Space Jump through the shaft's left wall, into the unmapped room. Fire at the floor with your beam to reveal a Missile Tank and claim your reward.

280 QUICK CLIMB

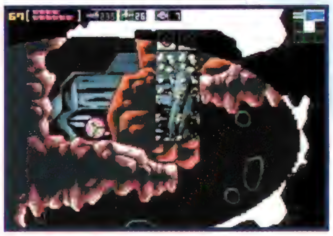


Use the Space Jump to rise to the top of the shaft, staying close to one of the walls as you rise and buzz through blocks. Near the top, you'll have to turn toward the center of the shaft and maneuver around a block. If you miss the elevator, float back to the wall and reengage the Space Jump.

path to kraid

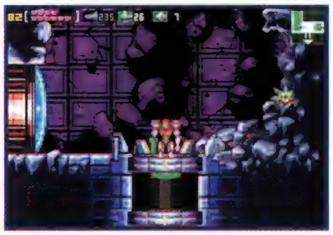

281
CRATERIA
FROM TOURIAN
BRINSTAR
282
TO KRAID
MAP KEY
BLUE HATCH
GREEN HATCH

281 BEGIN AGAIN



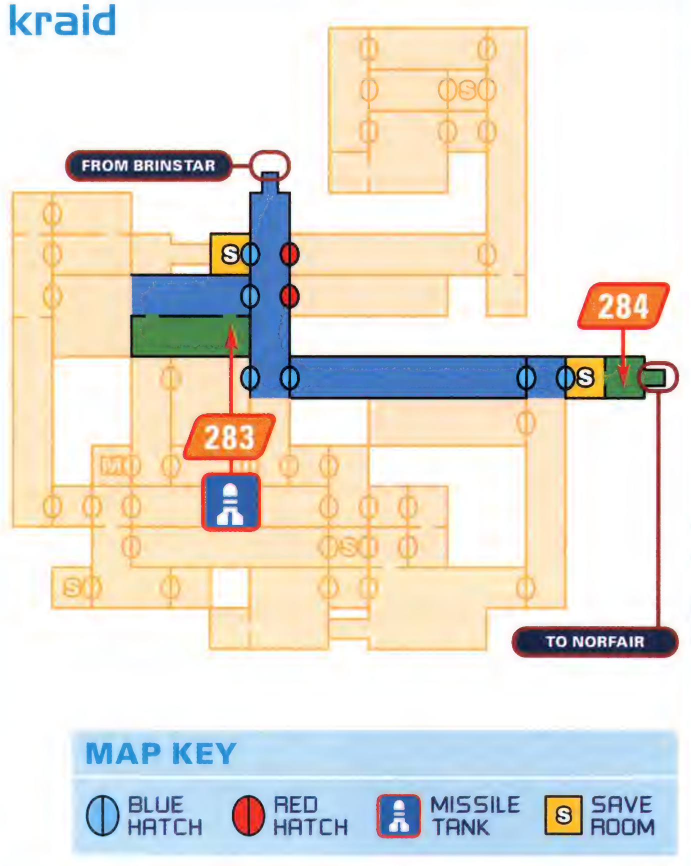
Climb up the rock shaft, move right and detonate a Power Bomb at the reddish boulders. You'll carve a path to Brinstar—where you started your adventure.

282 INTO KRAID'S LAIR

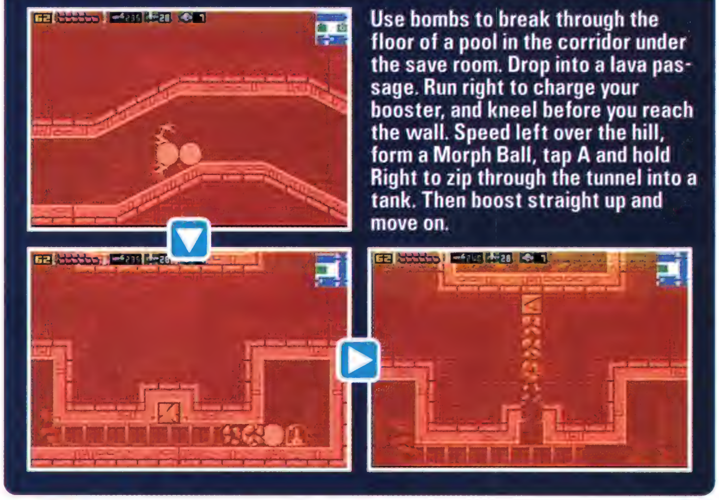


Venture right from the starting point, drop through the first shaft and take the elevator into Kraid's lair. While you're in the vicinity, you can create a launch-pad shortcut to Crateria by Power-Bombing the blocks where you started the game.

kraid

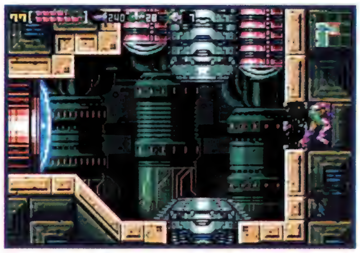

FROM BRINSTAR
284
283
TO NORFAIR
MAP KEY
BLUE HATCH
RED HATCH
MISSILE TANK
SAVE ROOM

283 missile tank



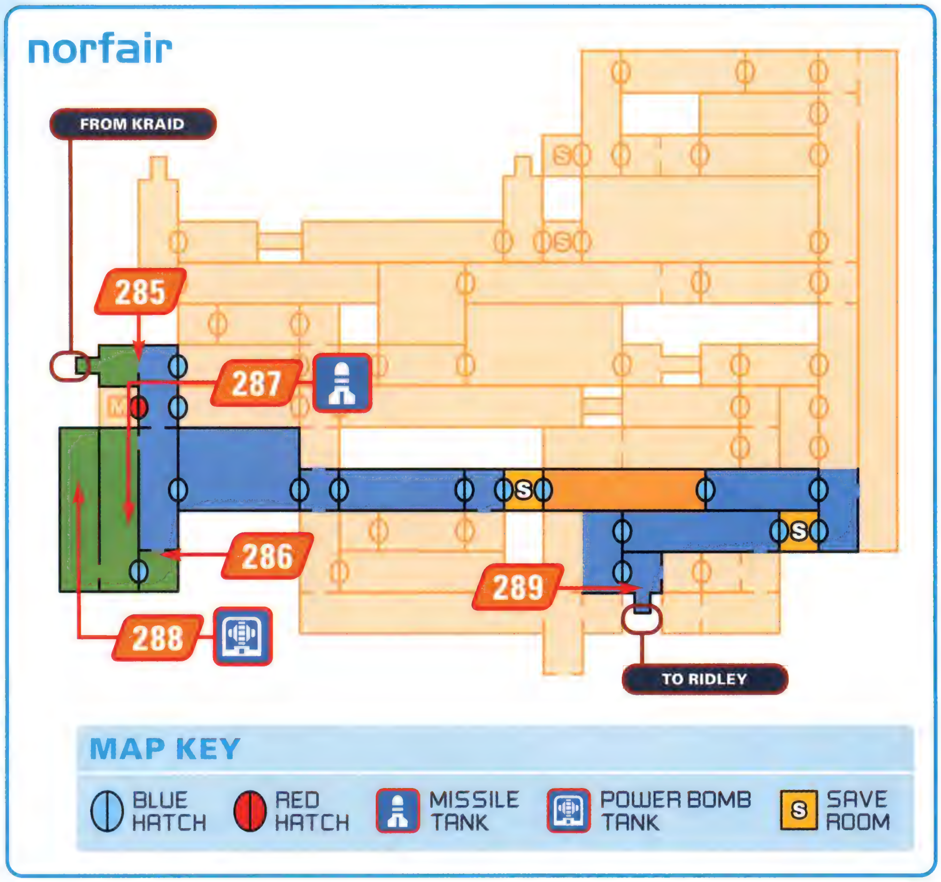
Use bombs to break through the floor of a pool in the corridor under the save room. Drop into a lava passage. Run right to charge your booster, and kneel before you reach the wall. Speed left over the hill, form a Morph Ball, tap A and hold Right to zip through the tunnel into a tank. Then boost straight up and move on.

284 SHORTCUT TO NORFAIR

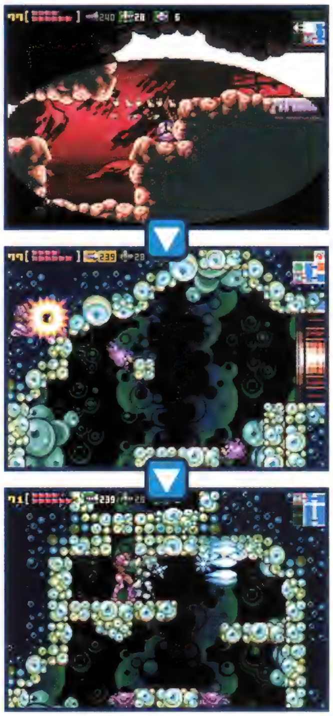


On your way to the save room on the far right side of the lair, Space-Jump and buzz through the swarm of big bugs that fly over the long corridor. After you record your progress, use the Screw Attack to break through the save room's right wall. Hop into the new path and take off for the left side of Norfair.

norfair

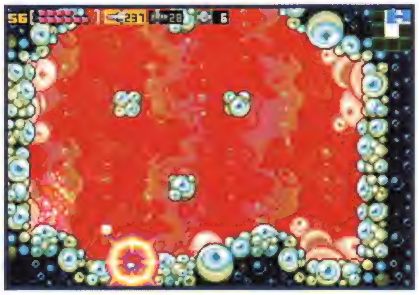


285 DROP INTO THE LAVA



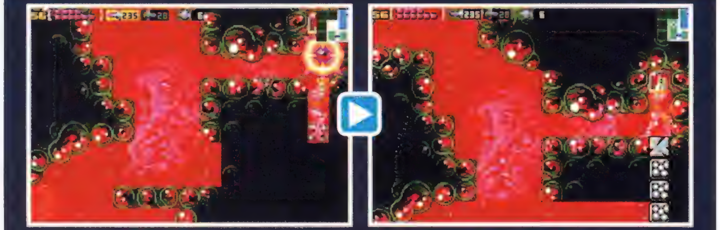
Use a Power Bomb and a missile to break into the shaft that runs through Norfair's lower-left section. Fall into the false lava pool, blast through the ground, then drop until you dunk into a real lava pool. Don't worry—your Gravity Suit will protect you from the molten mess.

286 MISSILE THROUGH THE MUCK



At what appears to be the bottom of the lava pool, fire missiles through a pair of stacked blocks on the ground. Drop through the new hole you create, and zigzag your way through the passage to a blue hatch.

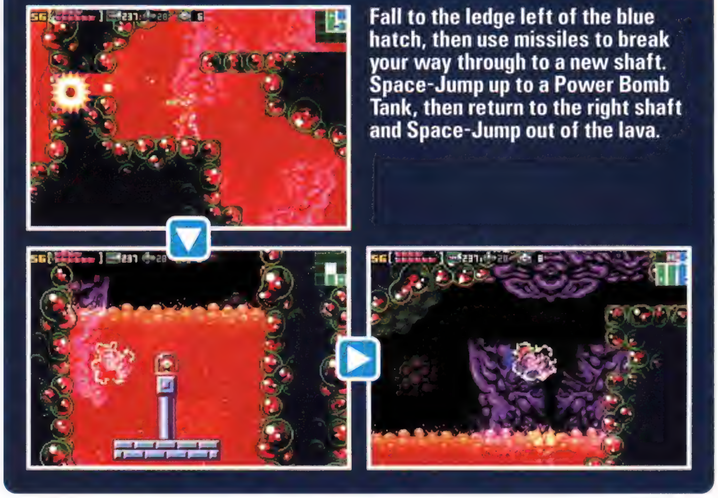
287 missile tank



Fire into the narrow passage to the right to break a block. Roll right then shoot a missile straight up as you fall through collapsing blocks to clear the way to a Missile Tank.

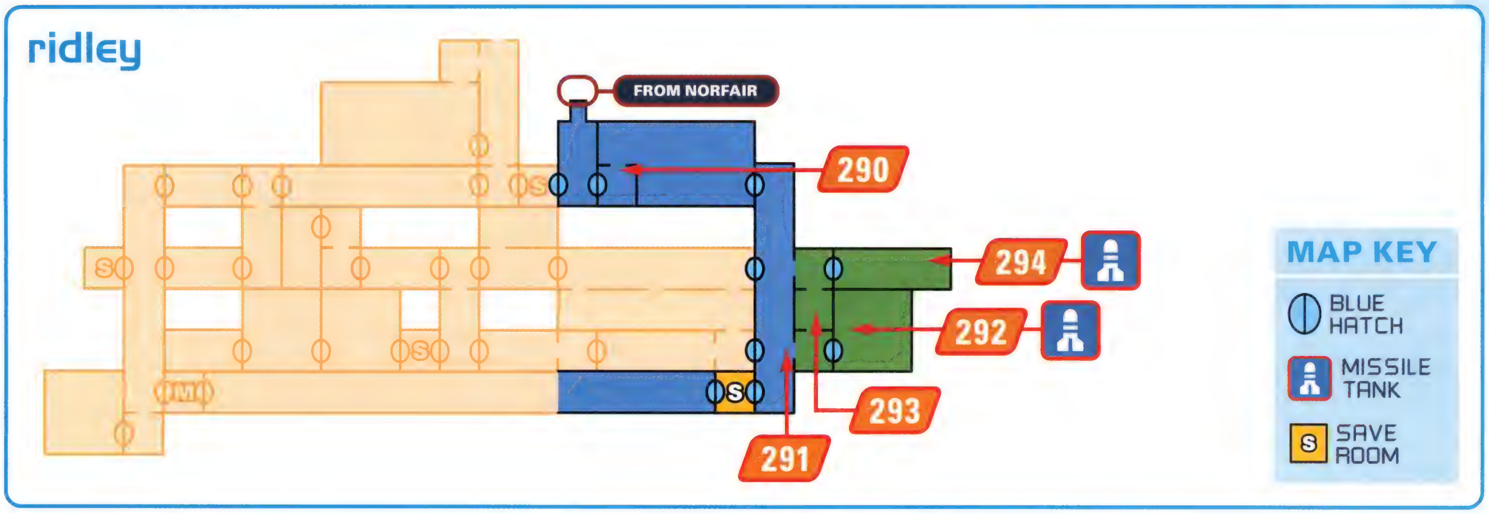
288 power bomb tank

Fall to the ledge left of the blue hatch, then use missiles to break your way through to a new shaft. Space-Jump up to a Power Bomb Tank, then return to the right shaft and Space-Jump out of the lava.

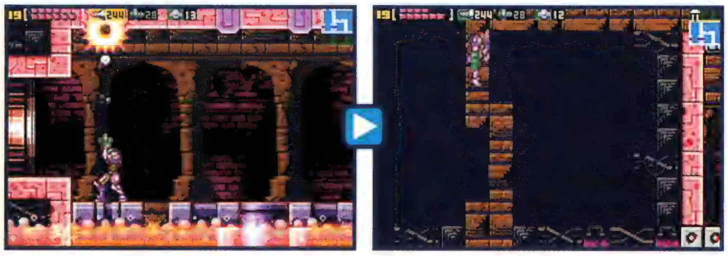


289 RETURN TO RIDLEY'S LAIR

Blaze a trail through Norfair's lower section using your advanced abilities. The bugs and tentacles won't know what hit them. When you reach the lower-right area, take the elevator down to Ridley's lair instead of venturing through Imago's old hideout.

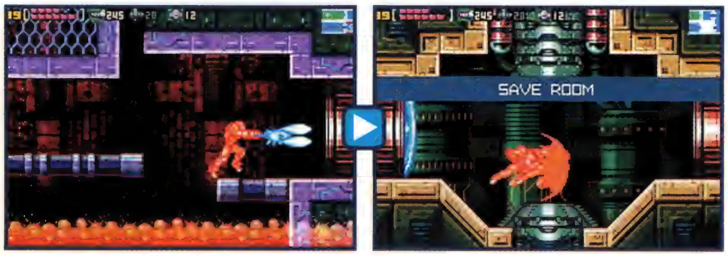


290 CEILING SHORTCUT

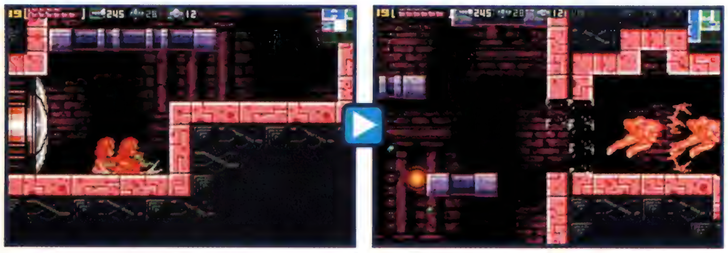


The quickest way to the right side of Ridley's lair is through a small hole in the ceiling in the room to the right of the elevator shaft. Use a missile to open the hole, then Space-Jump up to the narrow passage. Bomb blocks and climb.

291 BREAK INTO UNMAPPED TERRITORY

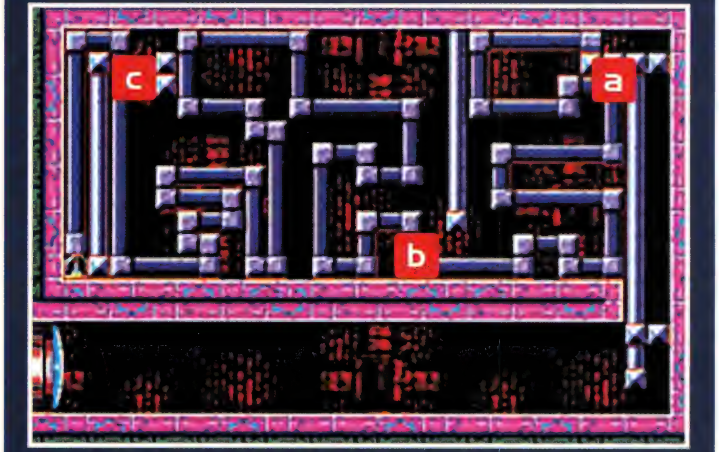


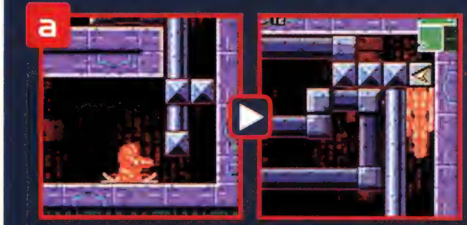
Travel to the lowest corridor. Run rightward in the even passage near the ceiling to build up your booster, kneel to stop, then scurry over to the save room. Fire at the right hatch and blast off to the right, hitting the uphill slope as you go.



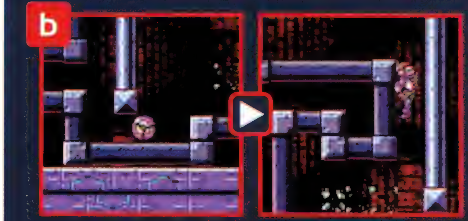
Kneel to stop at the bottom of the shaft. Quickly climb up to the next hatch, tap the A Button, then hold Right to blaze through the right wall into an unmapped section.

292 missile tank

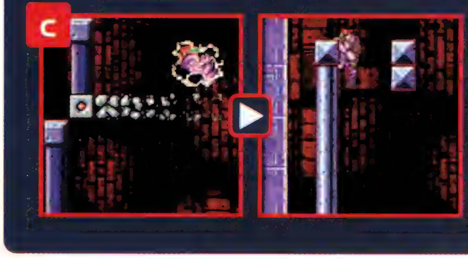




Run right and kneel to stop before you hit the dangling pipe. Roll under the pipe, straighten out to a standing position, then blast off. Grip the ledge when you reach the top.

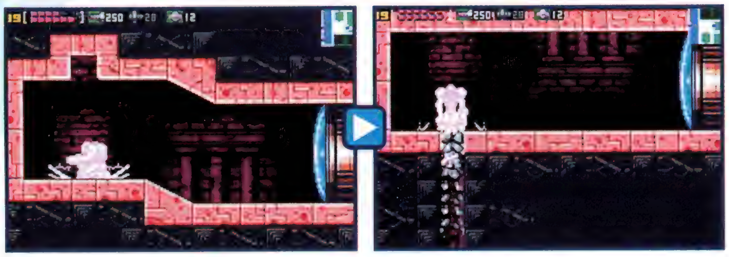


Detonate a bomb in the upper-right corner to start a chain reaction. Move left as you drop, and roll under the solid pipe. Straighten and jump up before the floor gives way.



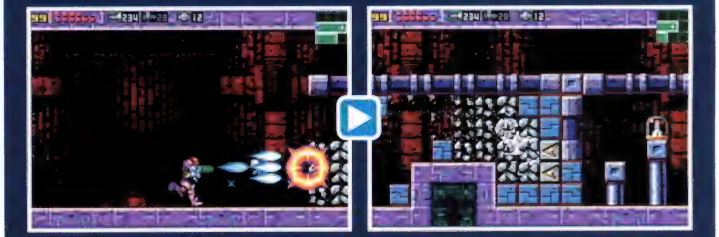
Use the Space Jump technique to hover while most of the blocks in the area break apart. Then fly to the left, grab the top of the pipe, roll left and drop to a Missile Tank.

293 UP TO ANOTHER CORRIDOR



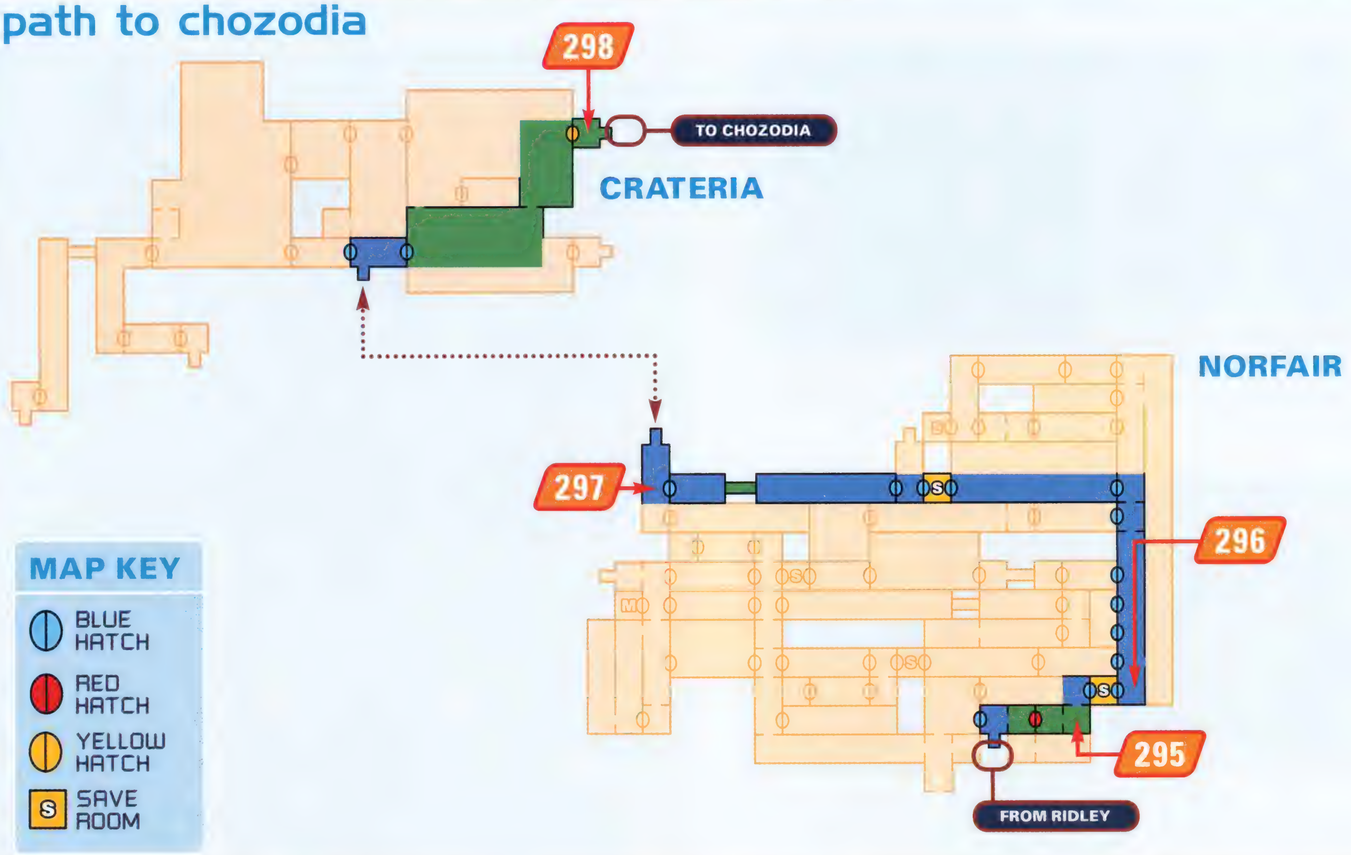
Charge your booster on the way out of the large chamber and kneel to stop after you dash through the hatch. Line yourself up under the divot in the ceiling and blast off to another unmapped area.

294 missile tank

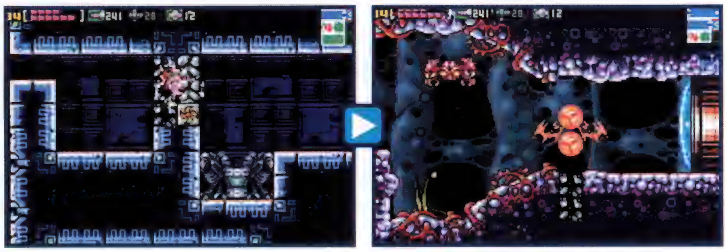


Build your booster as you run right. Blast through blocks with your beam, then use a missile to break a single floating block. Run through a few layers of Speed Booster Blocks, then jump before you reach the solid barrier. You'll cut through the remaining blocks while you're in the air.

path to chozodia

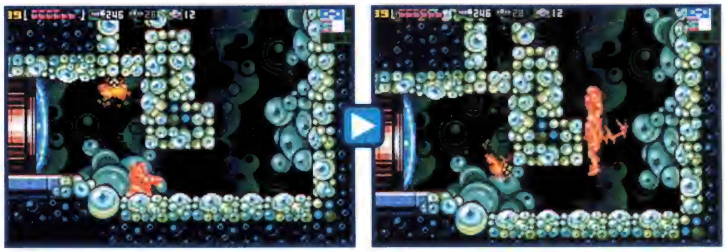


295 CUT UP



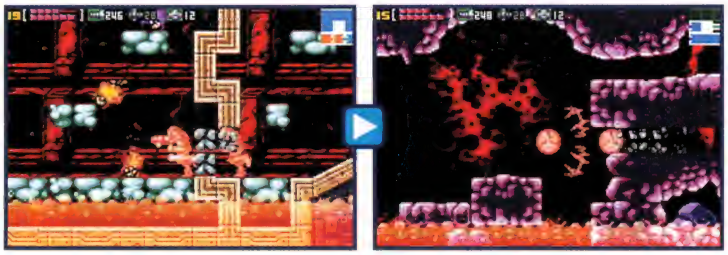
Travel to the right from the top of the elevator shaft and use your Screw Attack to buzz through a wall to a Morph Ball launcher. Detonate a bomb in the launcher to blaze up to the corridor that is left of the save room.

296 FLY HIGH



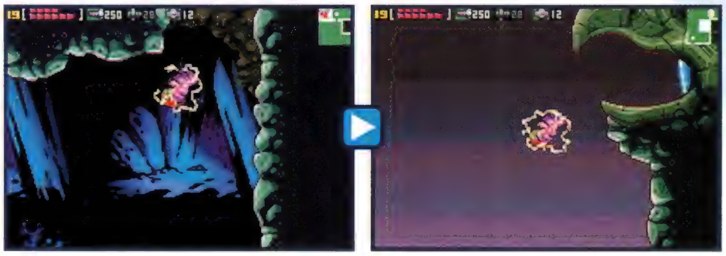
Run through the save room and kneel to stop, charged, at the bottom of the shaft. Move just to the right of the overhang, then tap the A Button to take off. You'll rocket up to an area above the shaft's midpoint.

297 RUN, BOOST, ZOOM



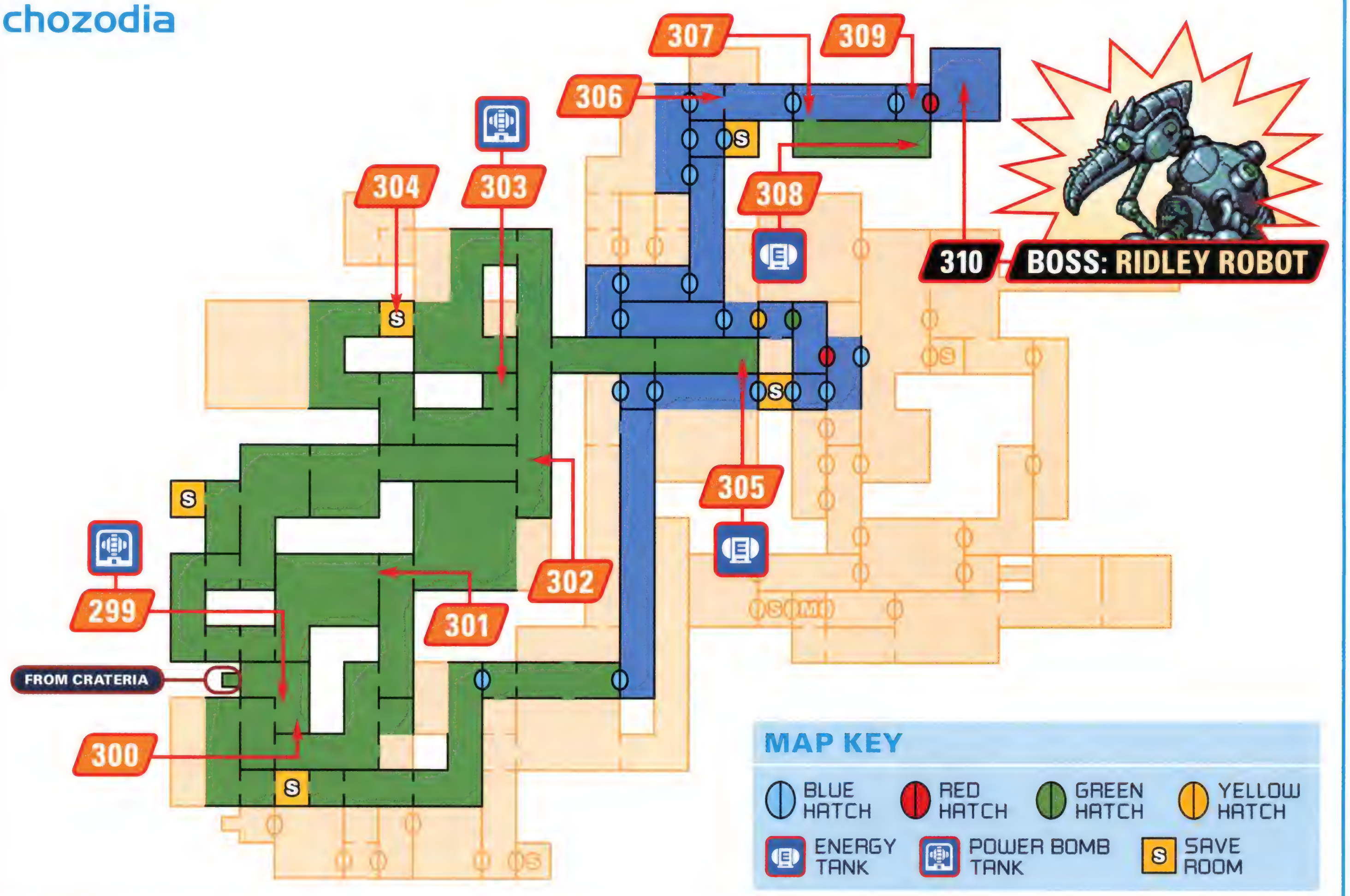
From Norfair's right side, run left and boost through the wavering walls. After you leap over a small pit, run through the save room and the area below the elevator. Stop at the right end of the next corridor, roll up and blast off to the left.

298 BACK TO CHOZODIA

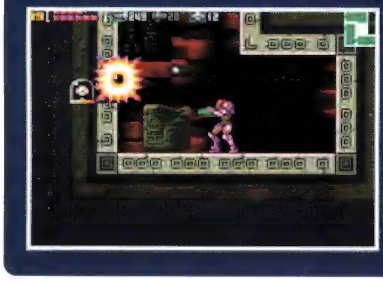


Take the elevator up to Crateria, move to the right and Space-Jump up through a wide-open passage above the water. Continue your Space Jump until you reach the hatch in the large Chozo sculpture's maw. Run right from there to Chozodia.

chozodia

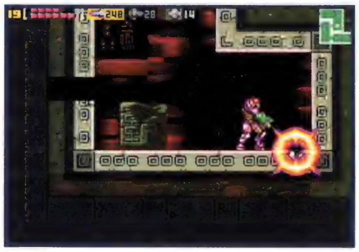

307
309
306
304
303
308
310
BOSS: RIDLEY ROBOT
305
302
301
299
FROM CRATERIA
300
S
MAP KEY
BLUE HATCH
RED HATCH
GREEN HATCH
YELLOW HATCH
ENERGY TANK
POWER BOMB TANK
S SAVE ROOM

299 power bomb tank



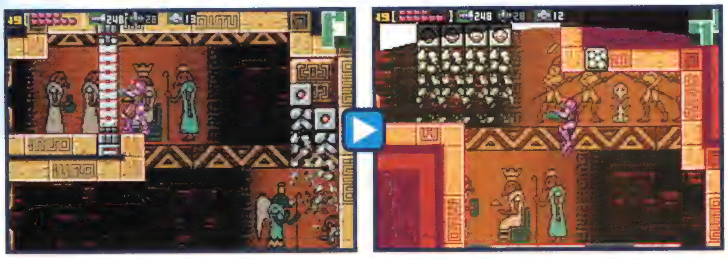
Run right from the lower-left entrance, drop into a small alcove and fire a missile toward the left wall to gain access to a Power Bomb Tank.

300 BREAK THROUGH BARRIERS



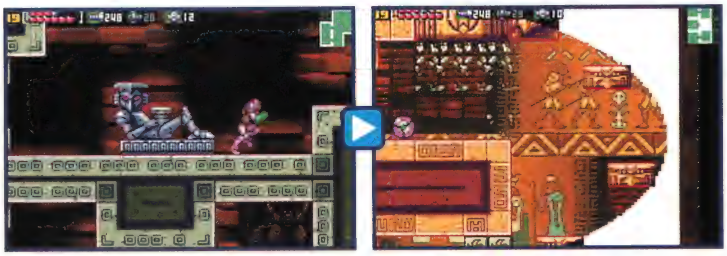
Blast a block in the alcove's lower-right corner with a missile. Drop into the hole, roll to the left then use a Power Bomb to break into the next room. Drop and run to the right.

301 BOMB AS YOU CLIMB



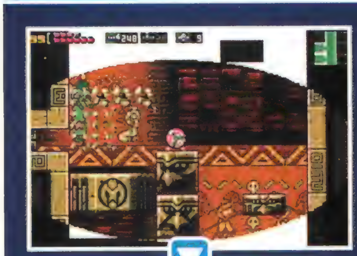
If the alarm is sounding when you reach the metal barrier, bomb the floor to keep Space Pirates out. The barrier will rise. Move on to the top of the shaft that is blocked by a large carved block, and blast the block with a Power Bomb.

302 RETRACE YOUR STEPS

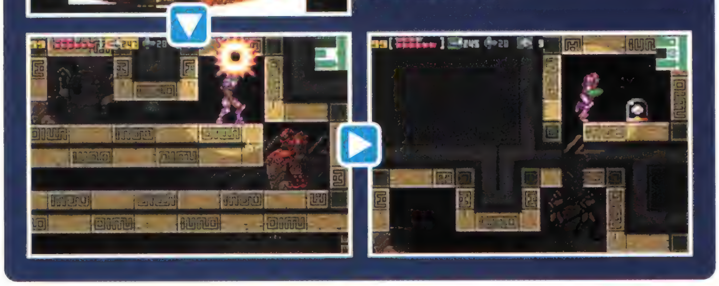


Climb through the middle of the ruins, past the place where a Space Pirate walked off with a Power Bomb Tank and through one of the corridors that is guarded by eyelike sensors. When you reach a large carved block, hit it with a Power Bomb.

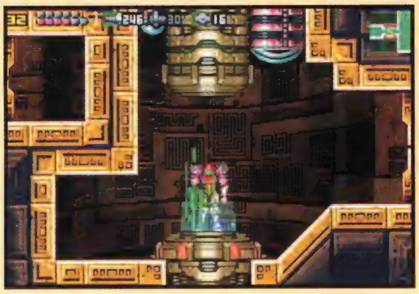
303 power bomb tank



Climb to the top of the carved block and clear it with a Power Bomb blast. Roll left into a room where Space Pirates wait in narrow passages. Venture right through the top passage, blast the waiting alien then break through a block in the ceiling with a missile to access a hidden alcove.

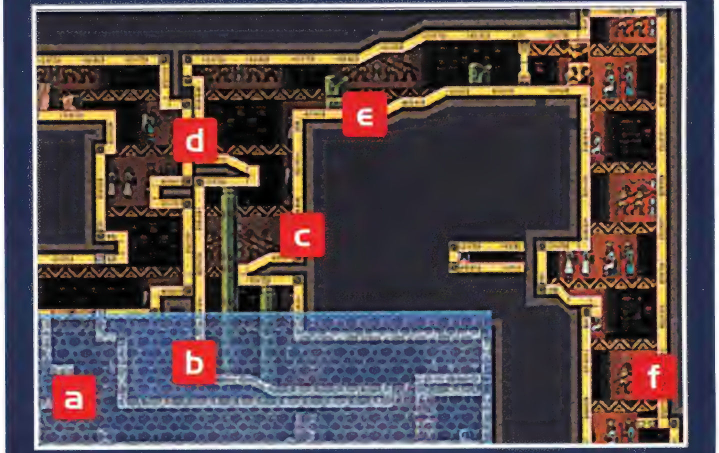


304 ENERGIZE AND SAVE



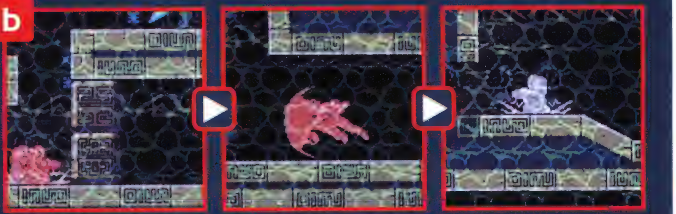
Blast into the save room near the top of the ruins, fill your tanks and record your progress. It may take several tries to collect the next Energy Tank. If you don't want to waste time on the game clock, reset after failed attempts and return to your saved file.

305 energy tank



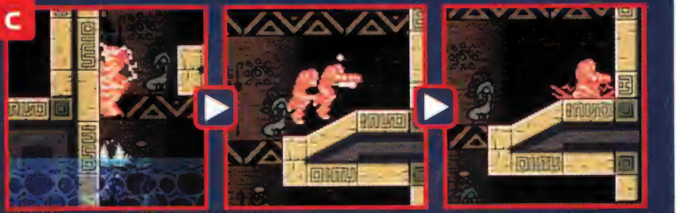
a **From the lower-left corner of the large chamber, run rightward as you fire diagonally up and to the right to break through blocks.**

b



Kneel to stop with your booster charged. Jump up to the next level and blast off to the left. After you run up the shallow slope, stop again to sustain your charge.

c

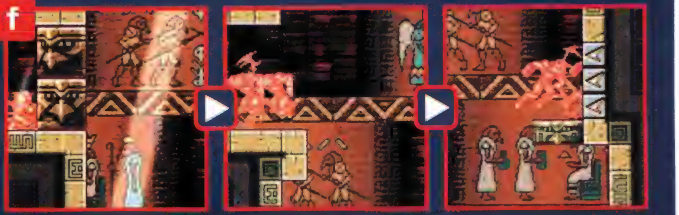


Space-Jump up to the next ledge on the right, rocket to the right and kneel to stop again as soon as you zoom up the incline.

d **Still charged, Space-Jump to the next ledge on the left, blast up the slope and kneel to stop again.**

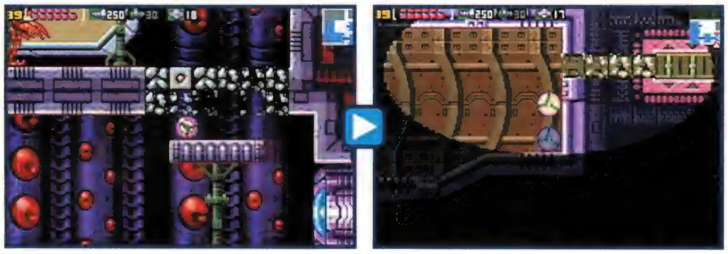
e **Fly to the ledge at the top of the room and take off to the right. You'll run up several small inclines and dash in to the next area.**

f



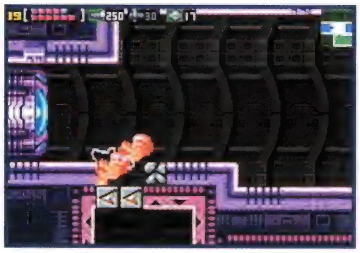
Stop at the top of the right shaft and Screw-Attack through the carved blocks. Drop to the left ledge, dash left and stop before you hit the wall to sustain your charge. Drop again to the small ledge on the right and blast off through a layer of Speed Booster Blocks to a tank.

306 EXPLOSIVE PROGRESS



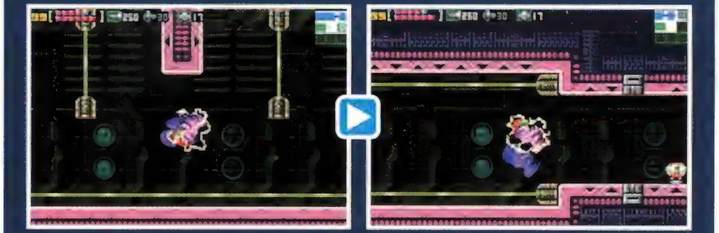
After you save your data, roll onto the ledge in the chamber left of the save room and detonate a bomb to open access to the ship's upper-left corner. Run to the right then use a Power Bomb in the next room to open a narrow passage.

307 CRASH THROUGH THE FLOOR



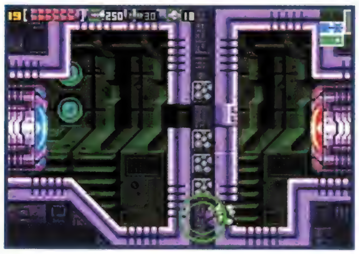
Run left from the room with the red hatch in the ship's upper-right corner, and build up your Speed Booster. Leap near the left end of the next corridor and boost through the floor. You'll gain access to a corridor that holds one of the game's most difficult-to-reach tanks. If you're playing for time, you may want to reset after failed attempts.

308 energy tank



The unmapped corridor in the ship's upper-right section is littered with lasers. If you set off the alarm, a metal gate will close, barring access to the Energy Tank at the right end. Space-Jump lightly to the prize.

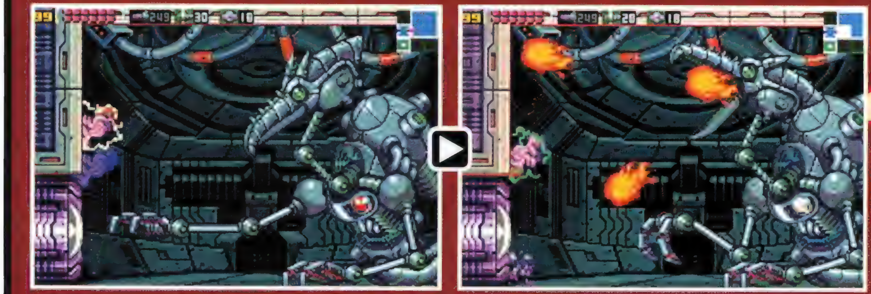
309 ON TO THE FINAL BATTLE



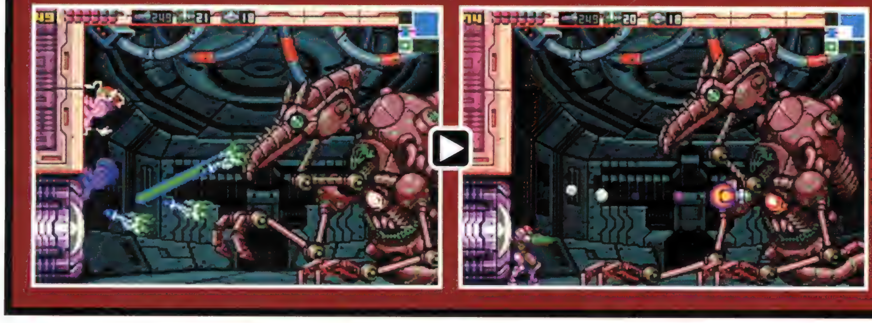
If you've collected every item listed in the walk-through, you'll have 100% of the game's collectibles and you'll be on track for a challenging final battle. Blast through a weak block in the middle of the last barrier, drop to the floor then roll right. The last boss is beyond the red hatch to the right.

310 ridley robot

A robotic version of the boss that lurked below Norfair will stomp onto the scene when you reach the ship's last chamber. The machine protects its weak point with its arm, and it uses a wide variety of weapons. If you've collected 100% of the game's items, the boss will swipe at you with extra power and it will be able to withstand more shots.

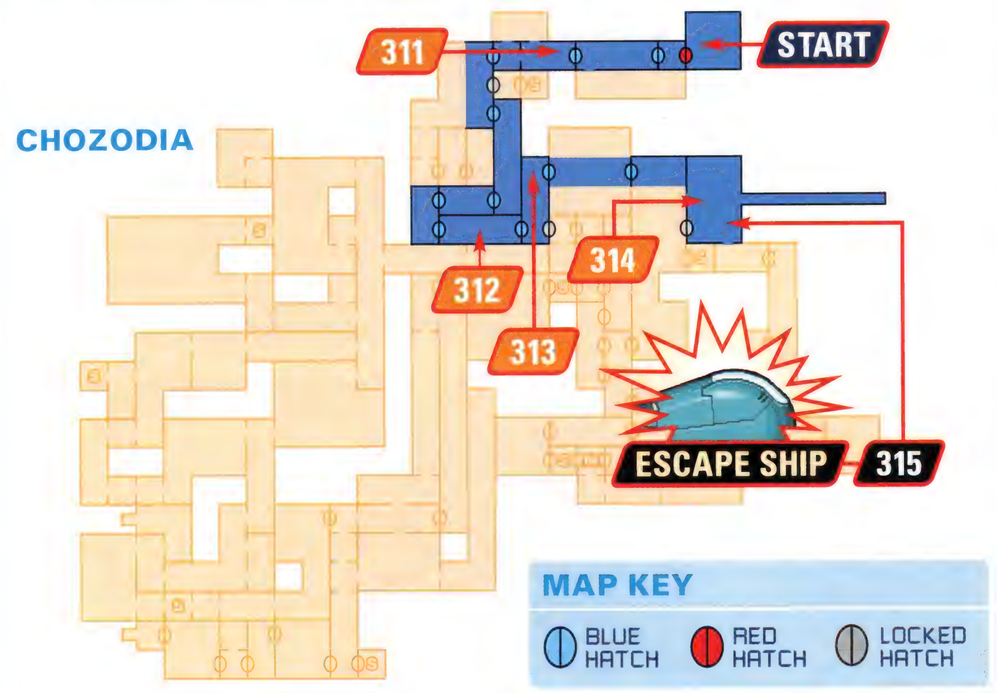


The Ridley robot takes up more than half of the available space, giving you very little room to maneuver. Stay near the left side of the room and use the Space Jump technique to avoid the machine's attacks.

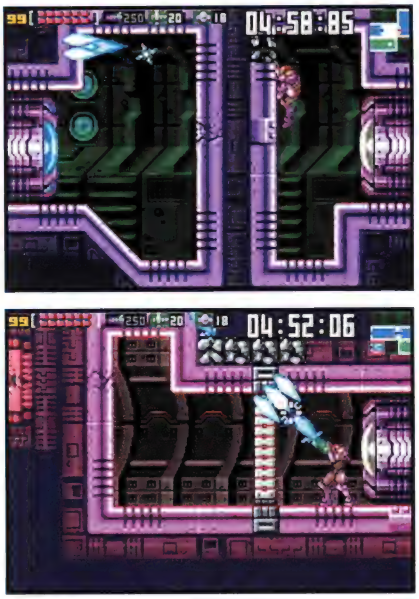


In addition to a clawing attack and fireballs, you'll deal with lasers and missiles. Screw through the missiles to get pickups and hit the machine's glowing heart with Super Missiles. Once you're done, you'll earn a ton of energy-refilling items.

self-destruct-sequence escape path

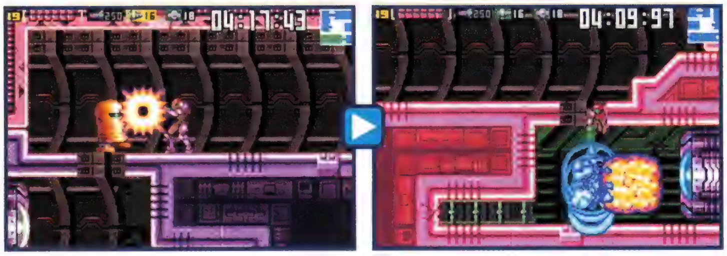

CHOZODIA
311
START
312
313
314
ESCAPE SHIP
315
MAP KEY
BLUE HATCH
RED HATCH
LOCKED HATCH

311 GET A MOVE ON


04:58:85
04:52:06

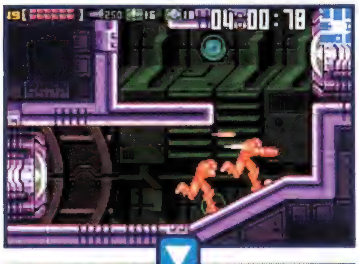
Your victory over the Ridley robot will set the ship's self-destruct mechanism. Blast a weak block at the top of the first wall and fall through to the floor, then clear blocks above the metal barrier to open a tight passage.

312 PREPARE FOR TAKEOFF

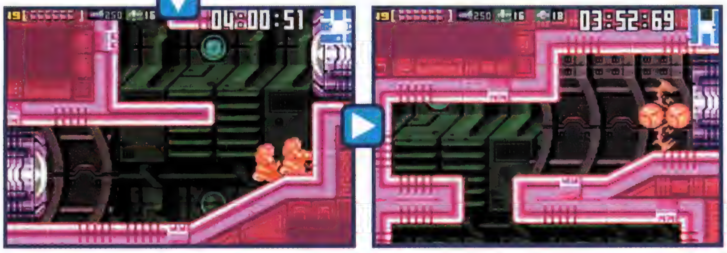

04:17:43
04:09:97

Blast your way to the corridor's upper path, hop over the gold robot, hit it with your beam then back it into the hole using missiles. Run rightward and burn through Speed Booster Blocks. Run left then right again to build your booster, then exit.

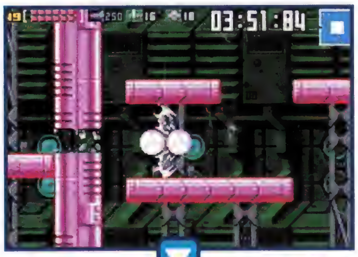
313 ZIGZAG AND SUSTAIN YOUR CHARGE



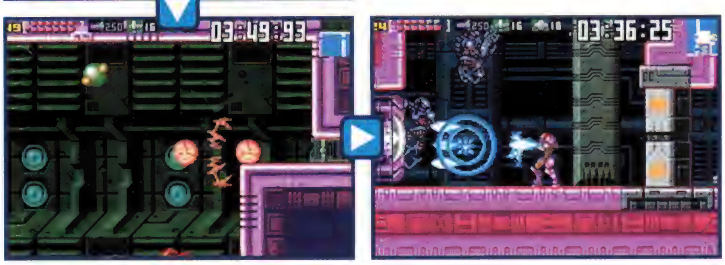
The zigzag path to the top of the shaft is packed with small slopes. If you're good at dashing, stopping and sustaining your booster charge on slopes, you'll be able to stay charged on your climb and blaze through a shortcut in the next corridor. Open the hatch at the top of the shaft, roll into Morph Ball form and rocket off to the right.


04:00:51
03:52:69

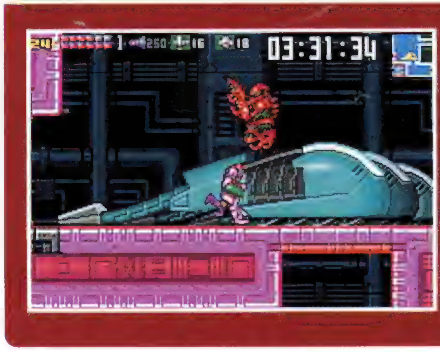
314 BOOST THROUGH OBSTACLES AND ENEMIES



Your rocket boost will take you through several walls and Space Pirates, and shuttle you through a narrow passage. If you weren't able to sustain your boost, you'll have to work your way around the obstacles. Use the Space Jump to climb up and over the walls. When you reach the door to the escape ship's bay, blast a pair of extra-tough gray pirates to open the door.


03:49:93
03:36:25

315 escape!

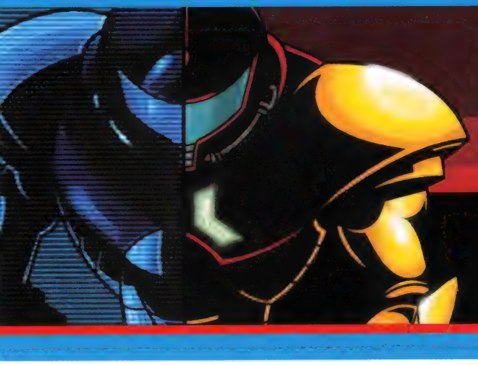


When you reach the escape ship, one last pirate will pop out of the vehicle. Zap it then hop into the vehicle and go. Mission accomplished!

METROID: ZERO MISSION

big finishes

Continuing a Metroid tradition, Zero Mission rewards you with one of several images of Samus Aran after the credits roll. Which one you earn depends on the difficulty level you selected, the number of items you collected and the amount of time it took you to complete the game. As you earn new endings, you'll unlock new images, which will be stored in the game's gallery. Read on for ending-image conditions and tips for achieving the best results.



METROID: ZERO MISSION

big finishes

The original Metroid game revealed Samus Aran's gender by showing her without her helmet in one alternate ending and without any armor in a more-difficult-to-achieve ending. Metroid: Zero Mission offers eight ending images, based on three factors.

ENDING CONDITIONS

CLEAR TIME		**MORE THAN 4 HOURS**	**2 TO 4 HOURS**	**LESS THAN 2 HOURS**	**MORE THAN 2 HOURS**	**LESS THAN 2 HOURS**	**NO TIME LIMIT**
ITEM COLLECTION		**16-99%**	**16-99%**	**16-99%**	**100%**	**100%**	**15% OR LESS**
DIFFICULTY	**EASY**	ENDING 1	ENDING 1	ENDING 1	ENDING 1	ENDING 1	ENDING 1
	NORMAL	ENDING 1	ENDING 2	ENDING 3	ENDING 4	ENDING 5	ENDING 7
	HARD	ENDING 1	ENDING 2	ENDING 3	ENDING 4	ENDING 6	ENDING 8

15% walk-through

If you've run through Metroid: Zero Mission a few times, you may be ready to take on the game's biggest challenge: game completion with only 15 of the 100 available upgrades. Nine of the items are absolutely necessary, leaving six additional items that you can pick and choose. We recommend that you fill out your collection with the Long Beam, Energy Tanks and Super Missile Tanks. Save your progress often.

REQUIRED UPGRADES

- MORPH BALL
- MISSILE TANK
- NORMAL BOMB
- POWER GRIP
- ICE BEAM
- VARIA SUIT
- UNKNOWN ITEM #1
- UNKNOWN ITEM #2
- UNKNOWN ITEM #3

RECOMMENDED UPGRADES

- LONG BEAM
- ENERGY TANK X2
- SUPER MISSILE TANK X3

STEP 01

From the starting point, run left, leap over stair-step obstacles and land on the Morph Ball upgrade—you can't go far without it.

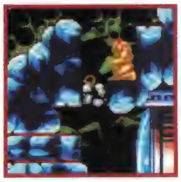
STEP 02

Move to the right, rolling through tunnels at floor level in Morph Ball form, then slip into the arms of the first Chozo Statue.

STEP 03 OPTIONAL

Follow the Chozo Statue's directions to the Long Beam. You can complete the adventure without collecting the beam-extending upgrade, but your battles with baddies big and small will be much more challenging.

STEP 04



Use your Long Beam to clear the way to the hatch that leads to Brinstar's right side. If you passed up the upgrade, fire through the blocks above the hatch. After you enter the next shaft, drop to the bottom then advance to the right. You'll find the only standard Missile Tank that you'll need to complete the mission.

STEP 05

After you collect the Missile Tank, return to the left and fight the beast that holds the Charge Beam. If you defeat the beast, don't collect the beam upgrade unless you want it as one of your optional items. Climb up the shaft and use a missile to unlock the red hatch.

STEP 06 OPTIONAL

Advance through Brinstar's middle corridor, destroy the blocking hives and collect the Energy Tank that sits out in the open, on a pedestal.

STEP 07

Although it would be very difficult to complete the adventure without at least one Energy Tank, you can pass up the tank in the middle corridor by jumping over it. Continue to the right, climb up the far-right shaft then venture left to the Normal Bomb upgrade. On your way out of the area, bomb blocks to release parasites. Gather up the small creatures and detonate a bomb that will put them out of the picture.

STEP 08

Return to the lower corridor and take the elevator to Norfair. Advance to the left, take an elevator to Crateria and collect the first Unknown Item, a required upgrade that will prove to be very useful after you get the Fully Powered Suit in Chozodia.

STEP 09

Use the power of the Unknown Item to break the carved Chozo Block. Climb up a shaft, move to the left, drop into a pit and collect the Power Grip. Use the item to climb out of the pit, then return to Norfair.

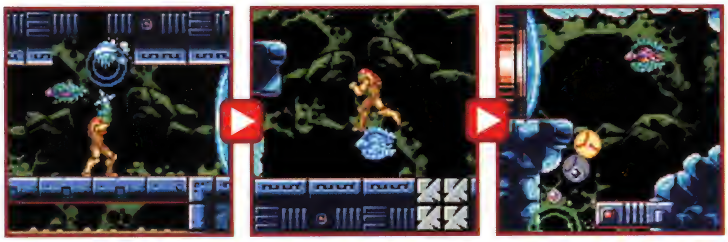
STEP 10

Travel to Norfair's right side and collect the Ice Beam upgrade. Bomb through the blocks under the Ice Beam's Chozo Statue and follow a clockwise circuit around the area's upper-right corner, using frozen enemies as platforms along the way.

STEP 11

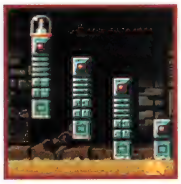
Your next acquisition will be the Varia Suit. Move on to the middle of Brinstar, climb the right-hand shaft, then move right through the upper corridor. Use your beam and bombs to clear away obstacles as you run and roll.

STEP 12



Jump over the flying fiend in the room that has two blue hatches. Fire through blocks in the middle of the ceiling, then climb up through the hole and let the enemy follow you. Freeze the creature and use it as a platform to help you reach the ledge on the left. From there, use bombs to propel yourself up to the blue hatch. Open the hatch and move on to the Varia Suit.

STEP 13

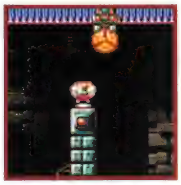


Travel to the area to the right of the starting point, blast into the lower shaft and take the elevator to Kraid's lair. After you arrive, advance through the right corridor. Roll through the acid to avoid picking up a spare Missile Tank. Advance to the lair's upper-right section and activate the machine that will allow you to slide along the ceiling rails.

STEP 14 OPTIONAL

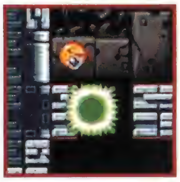
Immediately after you activate the ceiling conveyor, fire at the red flashing light directly above you to call the apparatus, then use it to slide to the Energy Tank in the middle of the corridor.

STEP 15



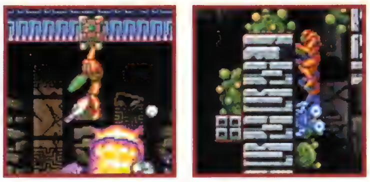
If you choose not to collect the Energy Tank, you can avoid it by propelling yourself in Morph Ball form up to the conveyor. You'll slide over the tank without grabbing it. After you defeat the tentacled beast in the acid pool, travel to the lair's lower-left corner and collect the second Unknown Item.

STEP 16



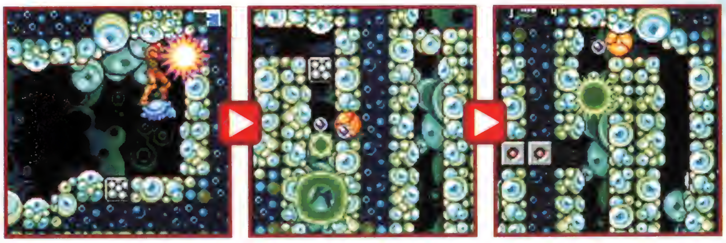
Battle Kraid, taking care to replenish your missiles and energy supply during the battle. After your victory, enter the room that holds the Speed Booster, but don't collect the item. After you leave the room, you'll see that the right-hand hatch in Kraid's chamber has turned from gray to blue. Bomb up to it, then run to the right shaft and use bombs to blast out of the hole.

STEP 17



Run to the lair's right shaft, use frozen enemies and blocks to climb to the top, then slide through the long chamber, defeating bugs with missiles or freezing them. After you break through a Chozo Block, freeze an enemy and use it as a platform.

STEP 18

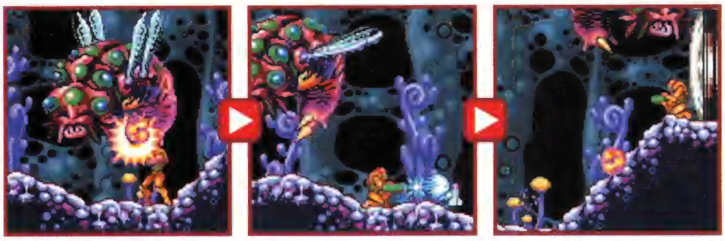


Return to Brinstar then venture to the lower-right section and take the elevator to Norfair. Move up to the place where you collected the Ice Beam and loop around to Norfair's upper-right corner. Freeze an enemy near the right wall then fire a missile at the top block. Roll into the hole and use bombing techniques to work your way through a vertically zigzagging path to the region's lower-right sector.

STEP 19

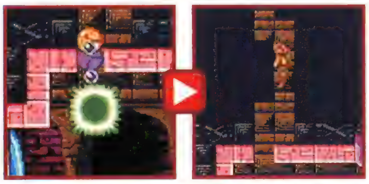
Run left through the save room, and blast the vines with your beam and missiles. Drop into the room where vines hold a giant larva. Freeze the flying enemy and use it as a platform while you target the vines with your missiles. Take the elevator to Ridley's lair, then come back up and drop into the larva's hole.

STEP 20 OPTIONAL



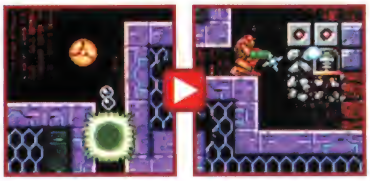
You'll battle Imago near the top of Ridley's lair. Wait at the safe points (pictured) for the killer bee to swoop down from behind you. When the creature is within range, hit it with missiles. If you're low on energy or missiles, crouch near the door and zap Imago's projectiles. After the battle, collect a Super Missile Tank.

STEP 21



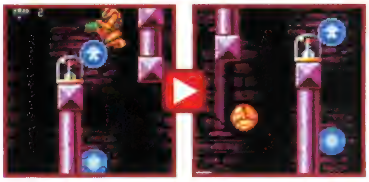
Move to the room right of the elevator, fire a missile to blast a hole in the ceiling, then use a series of bombs to blast up into the hole. Travel to the right side of the lair, drop into a shaft then enter the first corridor to the left.

STEP 22 OPTIONAL



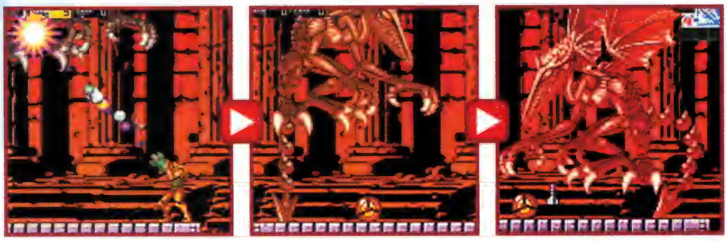
After you pass a Missile Tank out in the open, hop onto the next ledge and detonate a bomb to clear a path that leads straight up. Use bombs to propel yourself to the next ledge up. Blast a block with a Super Missile and move on to a Super Missile Tank.

STEP 23 OPTIONAL



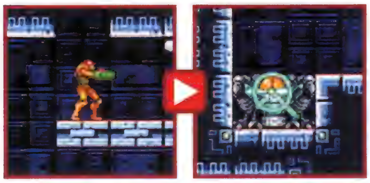
To avoid the Missile Tank on the floating pillar, freeze both enemies on the right side (one close to the tank) and hop from the bottom one to the top one. Then blast your way over to the ledge on the shaft's left side and advance to a Super Missile Tank.

STEP 24



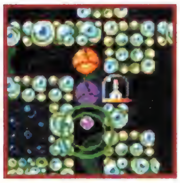
Drop to the bottom of the shaft, run to the left of Ridley's room and collect the last Unknown Item, then battle the beast. Fire at the fiend's small fireballs with your beam, then hit the creature with missiles and Super Missiles. Roll on the middle platform and avoid Ridley's tail as the creature hovers. Shoot the large fireballs to collect missiles and energy. If Ridley grabs you, shake free and continue fighting.

STEP 25



Travel to the lair's right side, climb the shaft, blast a Chozo Block and move left to the elevator. After you ride it back to Norfair, travel to the right, past the broken statue. Use missiles to break through to a pair of Morph Ball launchers and blast off.

STEP 26

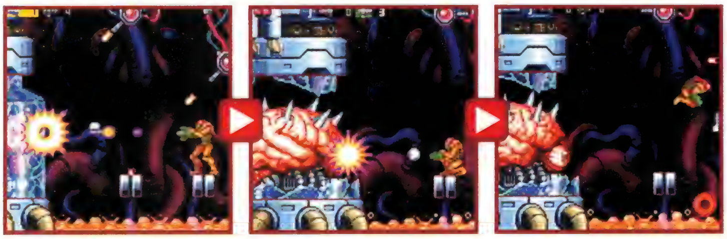


At the bottom of Norfair's right shaft, fire a missile through a narrow passage then use bombs to propel yourself up to the next level. Climb up around the Chozo Statue in the shaft to the left, then return to the right-hand shaft and launch up to the path that leads to the elevator. Ride the elevator to Brinstar, then climb to the top of the left shaft and run left to Tourian.

STEP 27

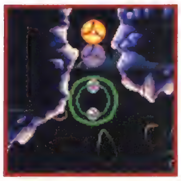
Freeze and destroy the Metroids as you advance through Tourian. Destroy the ring-shaped shots (especially the green ones) to collect missiles and energy. Freeze other shots and use them as platforms to reach high perches. When you arrive at the last corridor, use Super Missiles to blow away the Zebetites, then return to the room to the right of the corridor and stock up on Super Missiles before you take on the Mother Brain.

STEP 28



When you reach the brain, hit the protective glass with standard missiles and blast the ring-shaped shots for pickups before the glass shatters. Once the brain is exposed, target the eye with Super Missiles and jump out of the way of the eye's damaging shots. Keep fighting until the brain is gone.

STEP 29

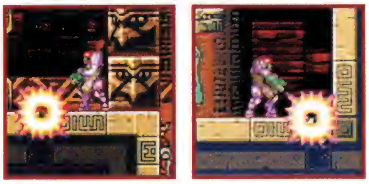


After you defeat the brain, take short, quick hops from platform to platform as you escape the tall shaft. Take the elevator to the top, climb up the natural shaft, move right and use bombs to propel into the air, up and over the blocks that you would normally break with the Speed Booster.

STEP 30

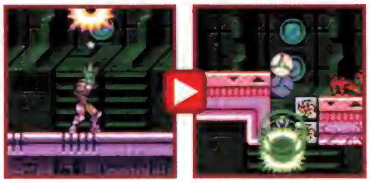
After you crash-land on the surface, move through the pirate ship and the Chozo Ruins, avoiding detection whenever possible, then fire at the glowing orb in the ruins' upper-left corner to earn the Fully Powered Suit.

STEP 31



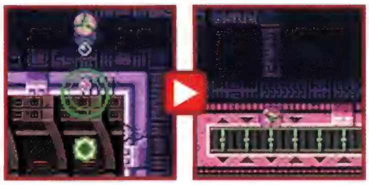
As you escape through the ruins, look for Missile Blocks to blast through. Wind your way around the ancient region, back to the pirate ship.

STEP 32



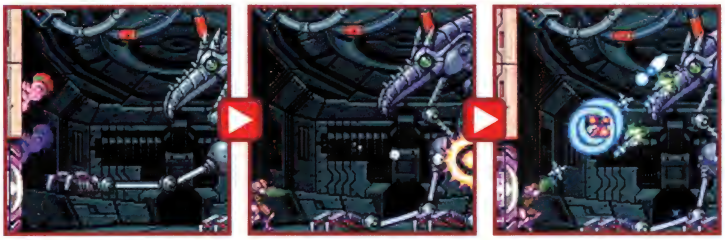
After you run through the glass tube connector and back to the ship, climb to the top of the huge alien vehicle, blasting through the Missile Blocks that are adjacent to the Screw Attack Blocks.

STEP 33



When you reach the Power Bomb Block at the top of the ship, use bombs to soar into a hole in the ceiling, then roll to the right and drop into the upper-right corridor.

STEP 34

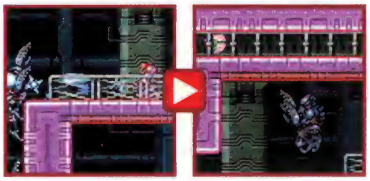


Break into the Ridley robot's chamber and go up against the beast. Jump out of the way of the creature's slashing claw, then target the glass around the beast's heart with standard missiles. When the heart is exposed, hit it with Super Missiles. Shoot down the enemy's missiles to earn more Super Missiles when your supply is dry, then continue the fight.

STEP 35

Run left from the robot's room, blast the top block in the room-splitting barrier, then roll through the middle of the barrier to the other side. Travel through a passage above the metal gate then bomb up and over the Power Bomb Block.

STEP 36

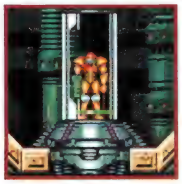


The two gray Space Pirates will attack quickly and aggressively. Lure them to the top of the bay and fire at them as they climb. Roll through the passage, fire at the pirates as they crawl and repeat the process. After the pirates are gone, run to the escape ship.

speed walk-through

If you've completed the adventure once and you've started another mission in the same file, you'll see new information on the map screen: a game clock and details about the tanks in each region. One of the ending conditions is game time. The following walk-through will help you finish the adventure quickly. You'll skip past some upgrades, resulting in a good time but only about half of the items.

SAVE ROOMS SAVE TIME

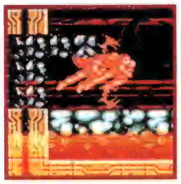


Although it takes time to record your progress, some saves will prove to be very helpful. Save your game whenever your path crosses through a save room, and whenever you're about to enter a particularly difficult area. If you take more time than you'd like getting through a challenging section, reset and start from the last saved point.

DON'T SPEND TIME IN BIG BATTLES

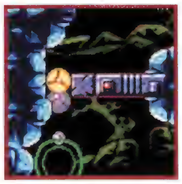
When you encounter large enemies that require several beam blasts to defeat, freeze them and go around them, or use missiles to exterminate them quickly. You won't have the time for a protracted laser battle.

BOOST AND BLAST OFF AT EVERY OPPORTUNITY



Practice your Speed Booster techniques and use the upgrade to blaze through long corridors and shafts. Sustain your charge after a long dash and look for opportunities to blast off through Speed Booster Blocks.

ROLL, BOMB, DROP AND BOUNCE



When you're dropping down shafts or cutting through corridors that are blocked by bombable obstacles, you'll often save time by staying in Morph Ball form. You'll keep from gripping ledges as you fall, and you'll be prepared to bomb through barriers.

STEP 01

Run left from the start, jump over obstacles and collect the Morph Ball upgrade, which gives you the ability to roll through tight passages.

STEP 02

Run and roll to the right, and drop into the arms of the first Chozo Statue. It will point you to the Long Beam upgrade.

STEP 03

You can skip the Long Beam upgrade to save time, but you'll likely waste as much time trying to get through areas without help from the extended laser. Climb the shaft, work your way left to collect the beam, then climb to the top of the shaft. Visit the entrance to Tourian at the top then advance to the right.

STEP 04

Blast your way to the blue hatch on the right side of the shaft. If you have the Long Beam, it will be a straight shot through six destructible blocks. If you don't have it, shoot through the blocks above the blue hatch for admittance to Brinstar's right side. Drop to the bottom of the next shaft, then advance right to the first Missile Tank.

STEP 05

On your way back to the shaft, you'll encounter the serpent that holds the Charge Beam upgrade. Hit the beast's eye three times with missiles to ensure that it won't continue to make appearances. Collect the upgrade, then climb the shaft and blast through the red hatch.

STEP 06

As you advance through the middle corridor, destroy all three hives to eradicate the bug population. One of the hives is in an unmapped area to the left of the first readily available hive. After you defeat the hidden hive, collect the nearby Missile Tank before you move on.

STEP 07

Expose a Missile Tank by destroying the base of a barrier in the middle corridor, then move on to the Energy Tank that is out in the open. Advance to the Normal Bomb upgrade. Bomb blocks on your way out, then use a bomb to destroy the parasites. Return to the middle corridor then run all the way to the left, skipping the Chozo Statue in the short corridor below.

STEP 08

Take the elevator to Norfair, then travel left and ride another elevator to Crateria. Move right, climb up and collect the first Unknown Item. Zap a Chozo Block to expose a Missile Tank in the water, then climb out and move on.

STEP 09

Climb up to the surface, run left and fall into a pit, where you'll find the Power Grip. Use the new upgrade to climb out of the pit, then move left, down and to the right to return to the elevator.

STEP 10

Return to Norfair, but don't waste any time with a detour through the area below the elevator. Advance right of the elevator to Brinstar and climb up to the Ice Beam upgrade. Take a clockwise route through Norfair's upper-right corner, freezing enemies and using them as platforms on the way. Collect the Missile Tank in the wall before you reach the shaft.

STEP 11

Return to Brinstar and travel to the twin shafts. Climb to the top of the right-hand shaft, then blast and roll through the top corridor, stopping at the room where two blue hatches meet.

STEP 12

Hop over the enemy in the small room and fire through blocks in the ceiling. Climb up through the hole and let the enemy follow you. Freeze the creature and use it as a platform as you jump to the ledge on the left. From there, use bombs to propel yourself up to the blue hatch. Open the hatch and move on to the Varia Suit.

STEP 13

Dive into the acid near the place where you collected the Varia Suit to uncover an Energy Tank, then drop, travel left and make your way to the area near the starting point. Grab the Energy Tank in the ceiling, then take the elevator down to Kraid's lair. Advance right, collecting a Missile Tank as you move. Restore power in the upper-right section, then slide to another Energy Tank.

STEP 14

Defeat the miniboss in the lair's upper-right corner. Collect the Missile Tank under the creature's former location, then roll and collect another Missile Tank on your way out. Move on to the lair's left side, drop into a long shaft, then fall into an unmapped area and move right to the second Unknown Item.

STEP 15

Battle Kraid by hitting the mark on the beast's forehead then pumping the monster full of missiles once it opens its mouth. After the battle, collect the Speed Booster then run to the lair's right side, boosting all the way. Climb up the shaft by using enemies and blastable blocks as platforms. Slide left, but fire missiles to the right to hit bugs as you move. Break through the carved Chozo Block for access to the central shaft. Take the elevator to Brinstar.

STEP 16

Run to Brinstar's lower-right section and take the elevator to Norfair. Speed-Boost to the right, into Norfair's right shaft, to burn through the floor blocks. Drop, burn through more floor blocks, then move on to the Hi-Jump upgrade. Return to the shaft, hop up to a high ledge, then roll and drop into a Missile Tank. Work around to the next Chozo Statue, then roll into a Morph Ball launcher and rocket up to Brinstar's upper-right section.

STEP 17

Move up to the place where you collected the Ice Beam and loop around to Norfair's upper-right corner, freezing enemies and using them as platforms. Freeze an enemy near the right wall and hop onto it. Fire a missile at the top block. Roll into the hole and use bombing techniques to work your way through a vertically zigzagging path to the region's lower-right sector.

STEP 18

Run left, through the save room, and blast the vines and bugs with your beam and missiles. Drop into the room where vines hold a giant larva. Freeze the flying enemy and use it as a platform to target the vines with missiles. Take the elevator to Ridley's lair, then come back up and drop into the larva's hole.

STEP 19

Chase after Imago and hit it in the tail with missiles. If you're low on energy or missiles, destroy the creature's projectiles and grab the pickups. After the battle, collect a Super Missile Tank.

STEP 20

Move to the room right of the elevator, use a missile to blast a hole in the ceiling, then use a series of bombs to blast up into the hole. Travel to the right side of the lair, drop into a shaft then enter the first corridor on the left.

STEP 21

When you reach the area filled with purple blocks, detonate a bomb below the clearly visible Missile Tank to cause a chain reaction and gain access to the item. Hop onto the ledge to the left, detonate a bomb to clear a passage that leads straight up, then jump up to the next ledge. Use a Super Missile to blast a block to the right, roll through a narrow passage and detonate a bomb to clear the way to a floating block. Destroy the block then collect a Super Missile Tank.

STEP 22

When you reach the short shaft near the lair's center, freeze the enemies that crawl around the floating pillar. Grab the Missile Tank on the pillar, then jump to the left ledge and advance to a Super Missile Tank.

STEP 23

Drop to the bottom of the short shaft and run through Ridley's room to the last Unknown Item. Blast through the Chozo Block and collect an Energy Tank, then go after Ridley. Hit the boss's small fireballs with beam shots, then target the beast with missiles and Super Missiles. Be aggressive and keep firing, but roll into ball form when Ridley swings its tail. You'll defeat the beast in no time.

STEP 24

Run to the right from Ridley's room. When you reach a green block, bomb at the base of a short wall to gain access to a path that leads to an Energy Tank. Advance to the right, climb to the top of the shaft, then travel left to the elevator.

STEP 25

If you don't want to take the time to collect the Screw Attack, follow Steps 25 and 26 in the 15% walk-through to reach Tourian. If you do have the time, run right from the top of the elevator, past the broken statue. Bomb through the floor and run through a tunnel to Norfair's left side. Launch up and advance to the item.

STEP 26

Run through the middle of Norfair to the right shaft. Climb up, run to the left and take the elevator to Brinstar. Scale Brinstar's left shaft to the region's upper-left corner and move on to Tourian. Freeze Metroids and hit them with missiles. If you don't have the Hi-Jump upgrade, freeze ring-shaped shots and use them as platforms to reach high areas. Use missiles to blast the Zebetites and work your way to the Mother Brain.

STEP 27

Break through the brain's protective glass with standard missiles, then fire Super Missiles at the brain's eye. When the brain flashes purple, jump to avoid shots that stream out of the eye. Stay out of the lava and keep firing.

STEP 28

After you defeat the Mother Brain, make your escape through the shaft, using the solid blocks on either side as resting points. If you don't have the Hi-Jump upgrade, select a route up the shaft that requires only small jumps. When you get to the surface, run through Speed Booster Blocks to the ship.

STEP 29

After you crash-land, make your way through the pirate ship, avoiding contact with the aliens as much as possible. Move on to the Chozo Ruins and fire at the floating orb to earn the Fully Powered Suit.

STEP 30

As you escape the Chozo Ruins, buzz through blocks using the Screw Attack or look for a route through Missile Blocks if you didn't collect the slicing-somersault upgrade. Collect the Super Missile Tank in the lava pool on the ruins' right side. Grab another Super Missile Tank in the shaft that is divided by destructible blocks.

STEP 31

Return to the pirate ship by way of the glass tube connector, and Space-Jump to the top of the ship. If you don't have the Screw Attack, look for Missile Blocks that you can fire through to clear your way to the upper reaches.

STEP 32

Use bombs to propel yourself above the Power Bomb Block at the top of the ship, then roll right into the top corridor. Bomb and blast through the corridor to the final boss battle.

STEP 33

Face off with the Ridley robot in the ship's upper-right corner. Jump into the upper-left corner of the room when the beast swipes at you, then take the opportunity to fire missiles at the glass that protects the robot's heart. When the heart is exposed, hit it with Super Missiles.

STEP 34

Run to the left from the robot's room, blast the top block in the room-splitting barrier then roll through the middle of the barrier to the other side. Travel through a passage above the metal gate, then bomb up and over the Power Bomb Block.

STEP 35

If you have a hard time defeating the gray Space Pirates that guard the way to the escape ship, use the method described in Step 36 of the 15% walk-through. After the pirates are gone, run to the right and climb aboard the getaway cruiser.

METROID: ZERO MISSION

back to the future

Metroid: Zero Mission's options include links to two past Metroid adventures. By linking Metroid: Zero Mission with Metroid Fusion (via a Game Boy Advance Game Link cable), you'll unlock the ending images from the first GBA Metroid game. By completing a run through Metroid: Zero Mission, you'll unlock the original NES Metroid, accessible from the Options menu. What follows is a guide through the NES classic.

METROID™

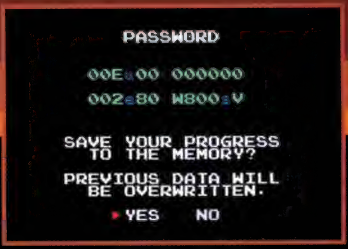
PRESS START

©1986-2004 NINTENDO

BACK TO THE FUTURE:

nes metroid

A successful finish of the Zero Mission adventure will unlock the original Metroid game, available from the Options menu. The game is identical to the NES version, except for a new data-saving feature and a new aspect ratio.



PASSWORD

00E 00 000000
002 80 W800 V

SAVE YOUR PROGRESS
TO THE MEMORY?

PREVIOUS DATA WILL
BE OVERWRITTEN.

▸YES NO

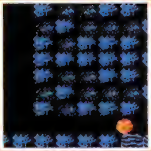
power suit upgrades

Zero Mission includes all of the original game's Power Suit upgrades, plus a few choice upgrades from the sequels. Samus's initial NES arsenal consists of 10 supercharged items that will allow you to explore the far reaches of the Zebesian underground.

energy tanks

At the beginning of the game, you can hold a maximum of 99 units of energy. Every Energy Tank that you collect increases your holding capacity by 100 units, and you can carry a maximum of six tanks. Some are hidden behind breakable blocks, so be on the lookout for them.

round ball



Through the evolution of the Metroid series, the Round Ball upgrade (also known as the Maru Mari) has become the Morph Ball, but it's always functioned the same. Use it to roll up and into tight tunnels and pipes, as well as to avoid enemy attacks.

bombs

Samus's bombs are small but powerful devices. With them, you can break through weak blocks in floors and walls. You can also use them to propel your Round Ball form into the air and attack enemies on the ground.

varia suit

Sometimes referred to as armor and sometimes as a suit, the Varia offers protection for your battles with baddies. It absorbs half of the damage enemies cause, making it essential equipment for the final fight.

screw attack

The somersaulting space explorer can buzz through enemies in midair once she is equipped with the Screw Attack upgrade. The item makes navigation through enemy-packed tunnels quick and easy. Run, jump and fly into a swarm of enemies.

missiles

The only expendable weapons in your arsenal are missiles. You'll need them to power past big enemies and open fortified hatches. After you collect your first Missile Tank, use the Select Button to switch to missiles. The projectiles travel slower than beam shots, so lead your targets.

long beam

Your default beam is a short-range weapon. Once you collect the Long Beam, you'll be able to target enemies across the width of the screen, making it easy to defeat creatures without taking damage. The Long Beam upgrade also increases the length of the Ice Beam and the Wave Beam.

ice beam

Hit an enemy with one Ice Beam shot to freeze it and another to thaw it out (unless the foe takes only two hits to defeat). You can use frozen enemies as platforms to reach high places and items, such as an Energy Tank hidden in the ceiling.

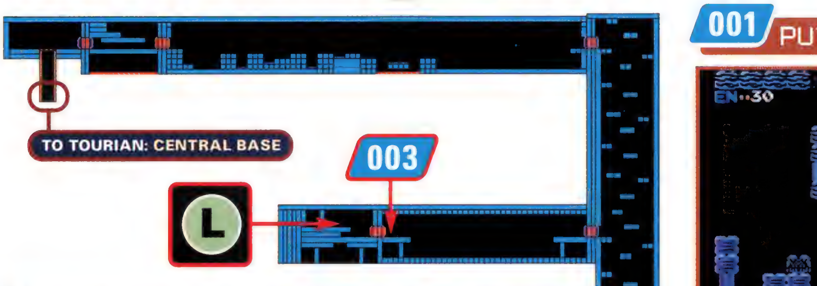
high jump

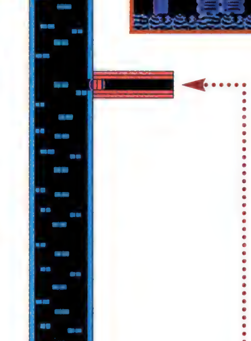
The winged boots that you'll collect in Norfair will dramatically increase the height of your jumps. Hold down the A Button to maximize the height of your jumps. The boots are must-have items in locations where platforms are few and far between.

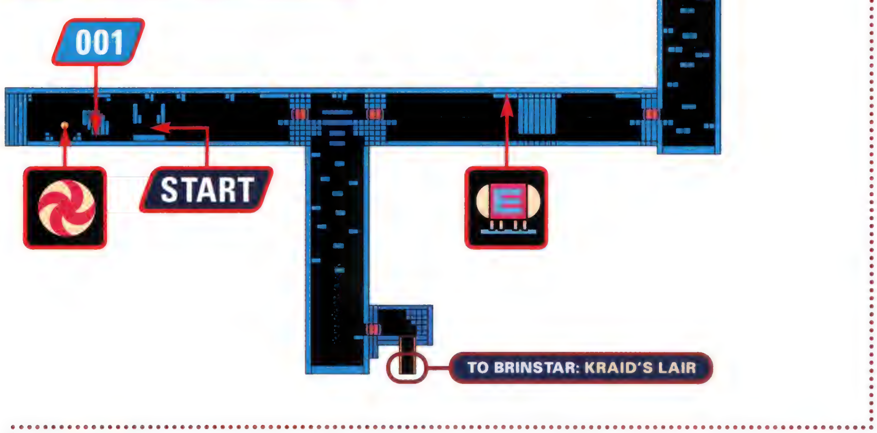
wave beam

The Wave Beam is more powerful than the Ice Beam and covers a wider area, but it doesn't freeze enemies. It passes through walls and can be effective in fighting enemies from protected areas as well as in revealing breakable blocks. You can switch from one beam type to the next at designated Chozo Statues.

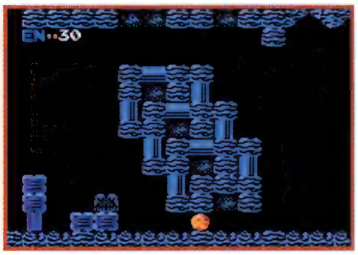
brinstar: rocky zone





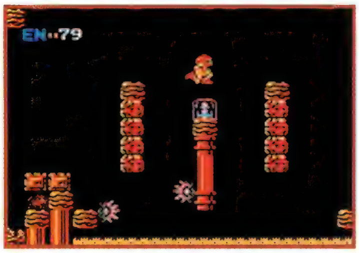


001 PUT THE BALL INTO PLAY



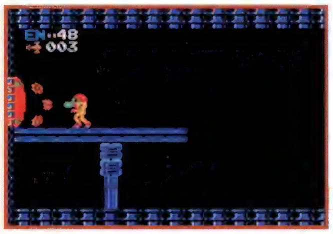
If you try to progress to the right of the start point, you'll soon realize that you're too big to fit into the planet's small spaces. Run to the left of the starting area, hop over a rock formation and grab the Round Ball upgrade on the other side. With it, you can roll into a small ball by pressing Down on the Control Pad. Roll under the rock formation and continue.

002 FIGHT FOR FIREPOWER



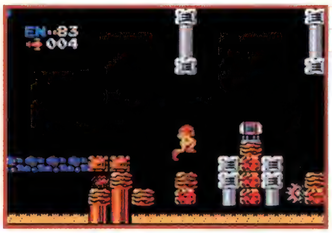
After a long climb in an enemy-infested, vertical shaft and a journey through an equally dangerous corridor, you'll be ready for more firepower. Hop over damaging liquid onto a platform that holds the first Missile Tank.

003 BACKTRACK FOR A BLAST

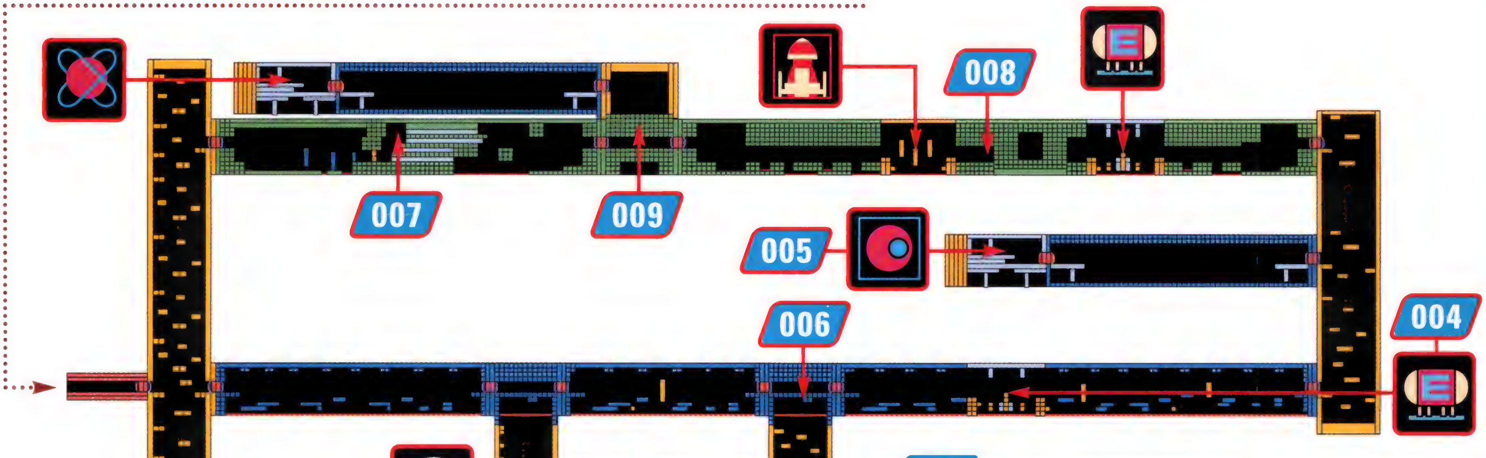


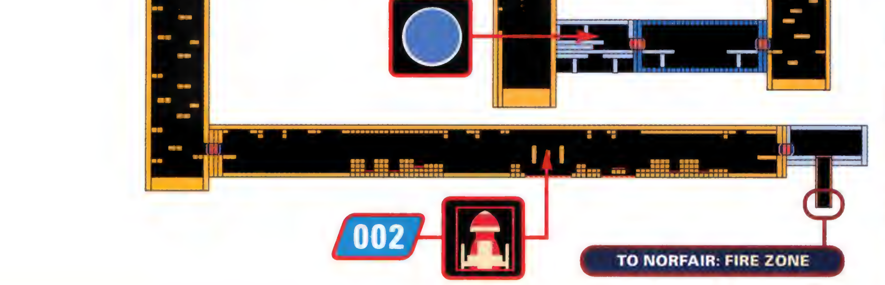
Your initial beam can travel only about one-third of the width of the screen. Return to the blue-tinted shaft and climb to another horizontal hall. Open the red hatch by using five missiles. You'll find the Long Beam upgrade on the other side.

004 TANKS FOR THE ENERGY

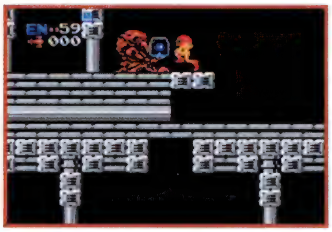


Cross the gold-colored shaft and hop through another long hall, being sure not to drop into the dangerous liquid below. After a long haul, you'll collect an Energy Tank and double your energy.



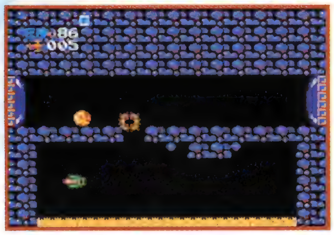


005 BATTLE FOR BOMBS



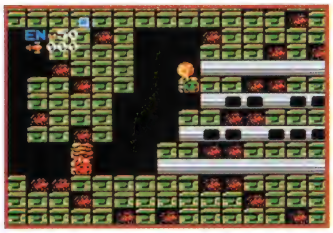
You'll need all five of your missiles to open the red hatch at the end of the corridor that begins on Brinstar's right side. Hit the corridor's creatures with your beam and collect missiles if your supply is short. Enter the next room and grab the bombs.

006 BLAST FOR A BEAM



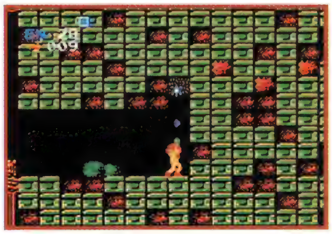
The room that connects two long tunnels on the right side of Brinstar appears to be flooded with a damaging substance. When you bomb through the rock walkway and drop into the liquid, you'll discover that you can fall through the false floor. Drop to a ledge on the left and fight your way to a red hatch. You'll collect the Ice Beam upgrade on the other side.

007 PIPE PROGRESS



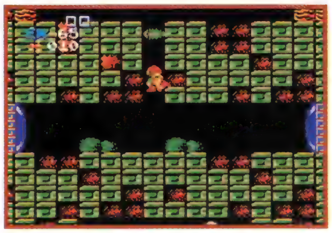
When you reach the section that has four horizontal pipes, all crawling with creatures, hop to the top pipe and roll right. You can dispatch the enemies in the pipes by detonating bombs, but try not to destroy any of the breakable blocks. If you fall through the holes, you'll have a hard time reaching safe ground at the other end.

008 WALL CRAWL



You'll reach what appears to be a dead end near Brinstar's upper-right corner. Run against the right wall and fire at the ceiling to break the blocks. Jump up and move to the right, through a hidden passage. When you reach the next small enclosure, ball up and detonate bombs as you push against the right wall. You'll pop up and roll through a small passage that leads to an Energy Tank.

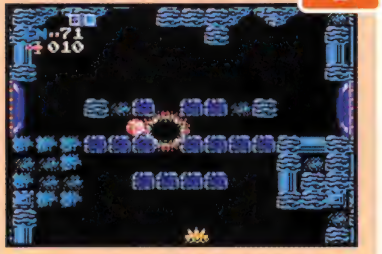
009 ARMOR ASCENT



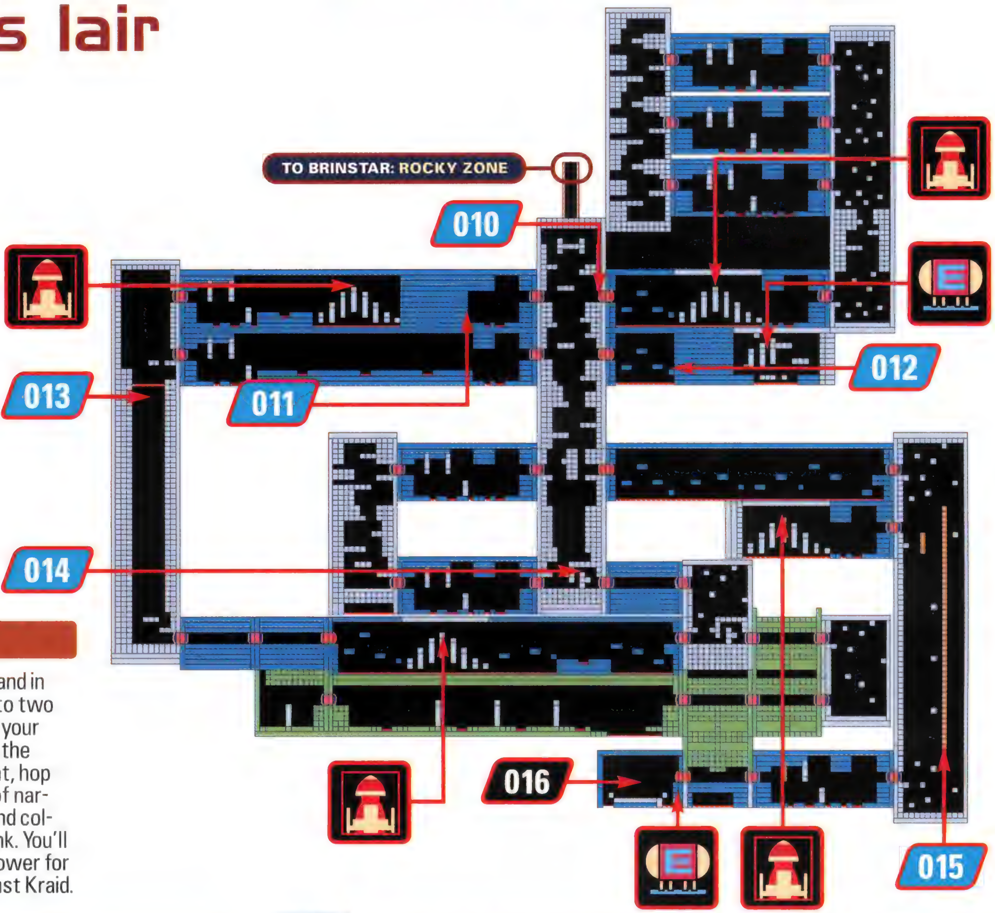
When you return to the room that connects halls, fire straight up to break through a series of blocks. Jump up and let the blocks re-form under your feet, then jump again. The blue hatch on the high ledge leads to the Varia Suit. Either draw the enemy from below and use it as an Ice-Beam-frozen platform to reach the hatch, or return to the area once you have the High Jump upgrade.

brinstar: kraid's lair

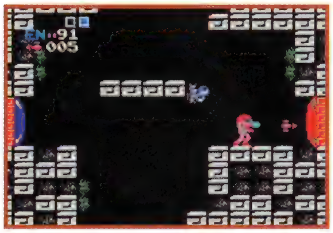
BEFORE KRAID



You may be tempted to blast the blocks near the starting point as soon as you collect the bombs, but you should wait until you have a few Energy Tanks, a good collection of Missiles and the Varia Suit. The shaft leads to the lair of the spiked monster, Kraid.

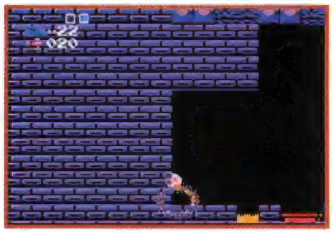


010 IMMEDIATE MISSILES



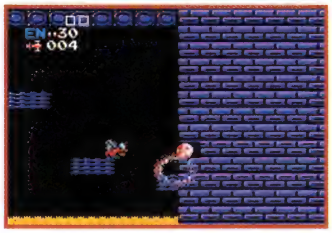
As soon as you land in Kraid's lair, drop to two hatches and use your missiles to open the hatch on the right, hop across a series of narrow platforms and collect a Missile Tank. You'll need extra firepower for your battle against Kraid.

011 NO BOUNDARIES



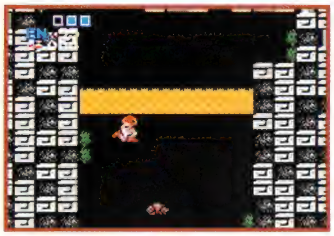
When you reach the wall on your way to the Missile Tank on the left side of the hideout, plant bombs and hold Left on the Control Pad to propel yourself through a hidden passage.

012 BIG WALL, SMALL PASSAGE



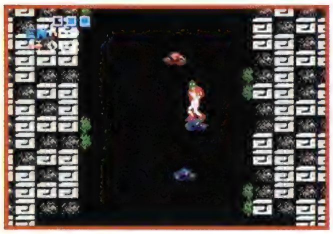
The second corridor on the right ends abruptly with a thick blue wall. When you stand on the ledge that extends from the wall and fire your beam to the right, you'll break a block and expose a passage that runs through the wall. Roll up and use a bomb to blast yourself into the passage. Then roll to the right and collect an Energy Tank.

013 FALSE FLOOR



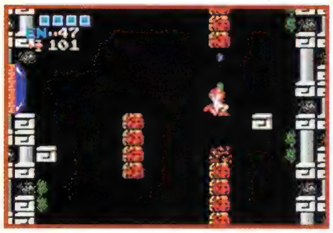
When you reach the left side of the lair, you'll see what appears to be a shallow pool of hazardous liquid. You'll discover that it isn't shallow or hazardous, though, when you drop into the shaft and continue to drop long after you've passed the area in question.

014 FREEZE AND HOP



If you're equipped with the Ice Beam, you can climb up the shaft in the middle of the hideout. Freeze the invincible Rippers that fly to the left and right, and use them as platforms. Timing is crucial—if you wait too long to jump, your platform will thaw and you'll tumble to the ground.

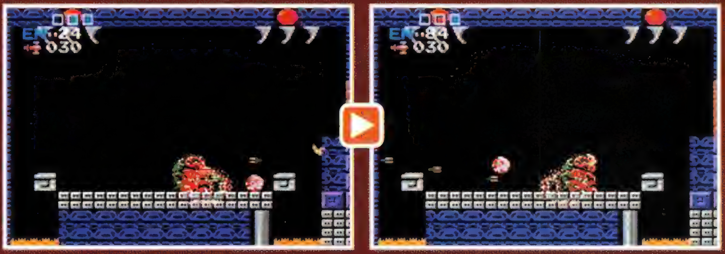
015 COLUMN CLIMB

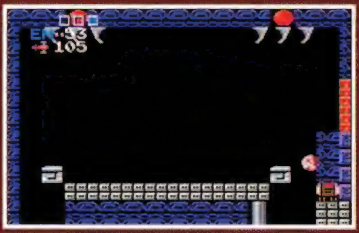


In the tall shaft on the right side of the hideout, you'll find a column of breakable blocks. After you battle Kraid, climb the shaft with a boost from the blocks. Blast them with your beam, then jump up and let them re-form under your feet. If you fall, try to land on the solid blocks that float close to the column.

016 kraid

The beast in the belly of the underground lair fires missilelike spikes from its body and lobs claws into the air. Roll close to the creature and detonate bombs. Be careful not to get knocked off the platform by Kraid's fire or by your own bombs. Stay close and low.



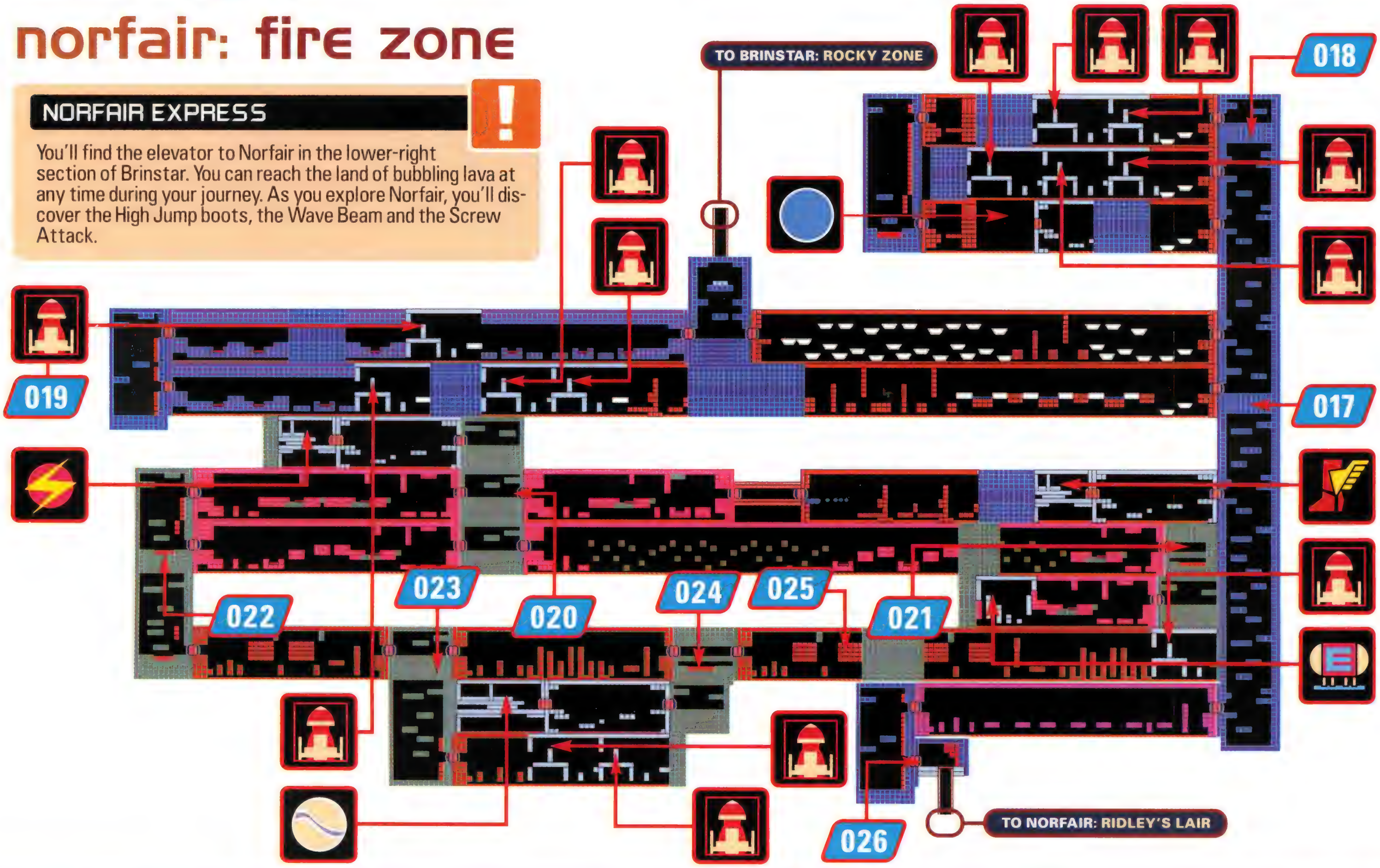


By firing at the lower-right wall of Kraid's room, you'll uncover a hidden Energy Tank. Once you've exposed the tank, jump up to the right ledge, close to the hatch, roll left and press Right on the Control Pad as you fall. You can collect the tank after your battle or attempt to snag it during the fight if you're low on energy.

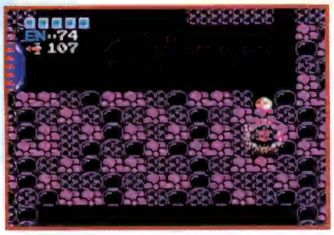
norfair: fire zone

NORFAIR EXPRESS

You'll find the elevator to Norfair in the lower-right section of Brinstar. You can reach the land of bubbling lava at any time during your journey. As you explore Norfair, you'll discover the High Jump boots, the Wave Beam and the Screw Attack.

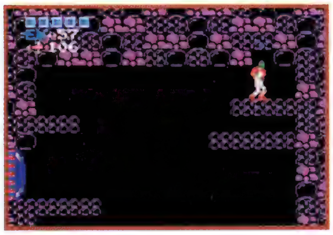


017 BOMB DOWN, JUMP HIGH



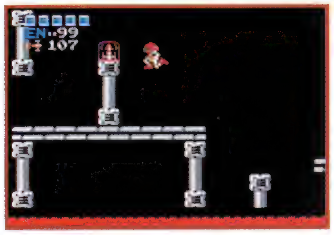
After you descend into Norfair, run to the right through the lava-filled corridor and drop to the floor of a purple bubble shaft. Plant bombs on the ground to blast through to a deeper shaft. Drop to a hatch on the left side, enter another dangerous corridor and continue on to the High Jump upgrade.

018 MISSILE MANEUVERS



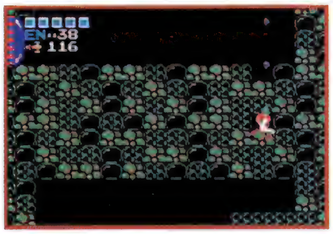
You'll discover a load of Missile Tanks in the upper-right section of Norfair. When you reach the top of the purple shaft, jump up to the ledge on the right side and fire straight up. You'll break through a line of blocks and discover an area above the ceiling. Jump up, open the next hatch and search for a Missile Tank.

019 ROCKET POWER



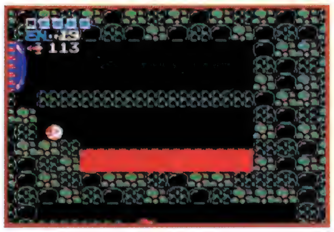
The area to the left of the Norfair elevator is full of Missile Tanks. Explore the upper corridor first. After you collect one Missile Tank, continue on to the left end of the corridor and use Bombs to blast through the wall. Drop to the lower corridor and move to the right to discover another Missile Tank.

020 POWER-UP BREAKTHROUGH



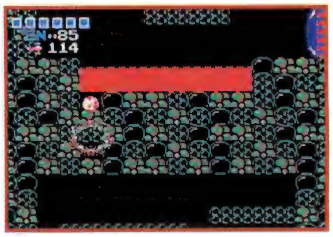
By using bombs in the room where you collected the High Jump Upgrade, you can uncover a path to one of the corridors that runs through the middle of Norfair. Run left through the corridor and stop at the room that has green bubble-bricks on the walls and ceiling. Blast through the ceiling from the upper-right ledge and continue on to the Screw Attack.

021 LAVA DIP



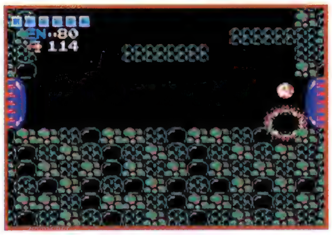
After collecting the Screw Attack, return to the green room and bomb through the floor to a lower corridor. Hop to the room at the right end of the hall and blast the block closest to the hatch. Drop into a shallow pool of false lava, roll to the right and drop to a path that leads to an Energy Tank.

022 NOT HOT



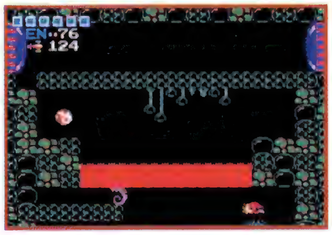
When you drop into the green shaft along Norfair's left side, you'll find a false lava pool. Roll into the pool and plant bombs along the left side to create a path to the lower shaft.

023 GROUND WORK



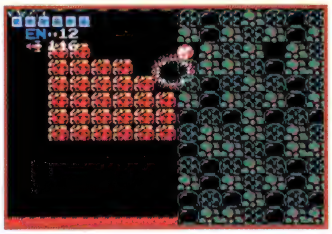
It pays to plant bombs on the ground. You'll often find places where you can break open paths to new areas. As you work your way to the right in the lower-left section of Norfair, you'll uncover a path to an area that contains two Missile Tanks. Grab them and go.

024 WAVE RUN



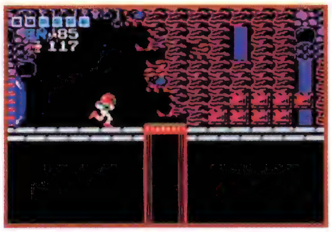
When you get to the bridge over lava, bomb the block closest to the left hatch. After you drop, roll right and drop through a layer of false lava to a lower level. Make your way left from there and uncover the strong but unpredictable Wave Beam.

025 PATH OF DESTRUCTION



As you continue to the right, through the green bubble corridor in the lower section of Norfair, you'll encounter dangerous enemies and many opportunities to drop into menacing lava pools. When you reach a collection of red blocks near a green wall, fire your Wave Beam through the top blocks. You'll break one of the blocks in the wall and expose a path to a Missile Tank.

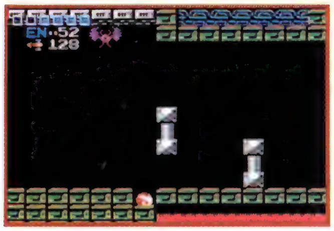
026 JOURNEY TO RIDLEY'S LAIR



Norfair is the realm of Ridley, a dangerous, winged beast. Once you have the Wave Beam, a good number of missiles and three or four Energy Tanks, you'll be ready to go after the fiend. Make your way to Norfair's lower-right corner, then move to the left, drop down the shaft and move right to the elevator.

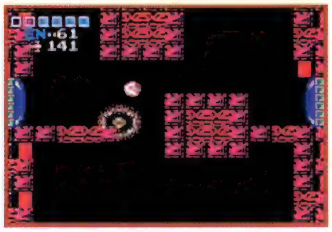
norfair: ridley's lair

027 UNDER, NOT OVER

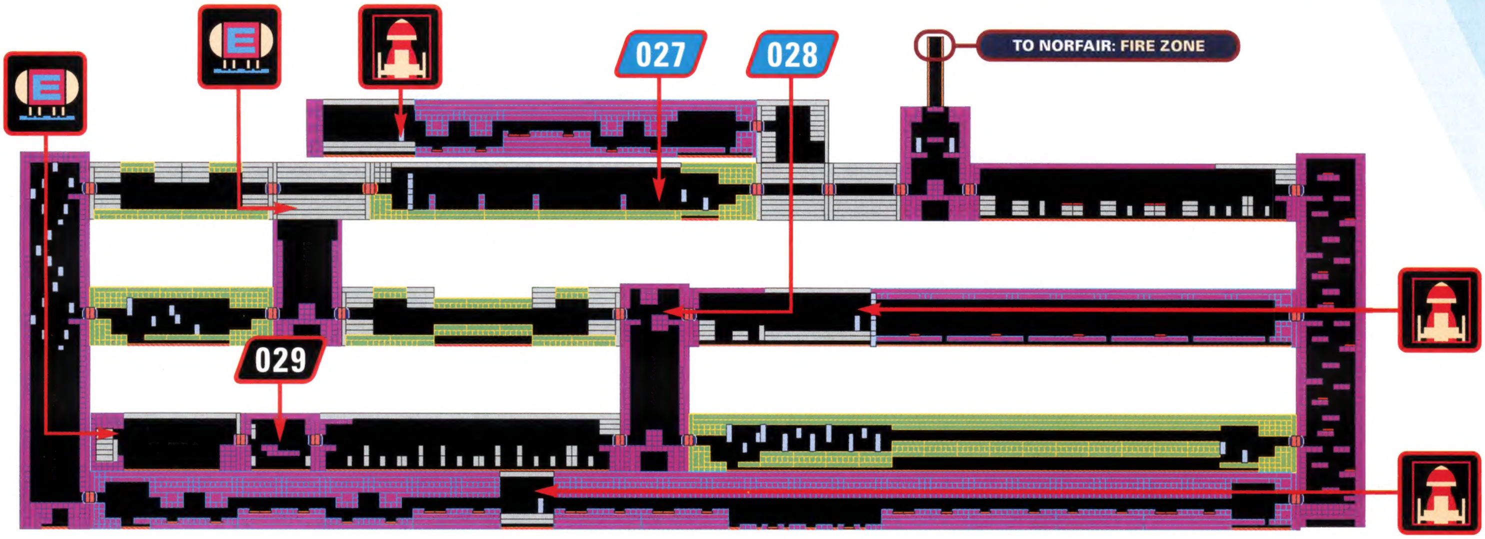


On your way to the left side of the hideout, you'll find a long corridor that ends with a tall pole. Instead of trying to jump over the pole, blast your way into a hidden passage near the right end of the corridor. The passage runs parallel to the floor. You'll roll under the pole and discover an Energy Tank in the next room. Jump over the false blocks as you approach the tank.

028 BLAST BALLISTICS

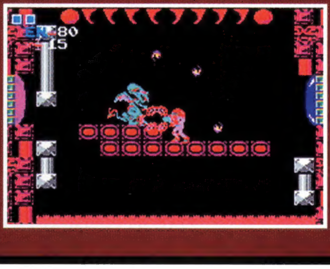


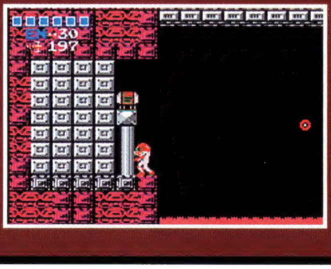
In the middle of the hideout, you'll find yourself on the left side of a gap that has a narrow opening on its right. If you attempt to jump over the gap, you'll miss the ledge. Roll into a ball and plant bombs. The right combination of bomb blasts and rightward movement will put you onto the ledge.



029 ridley

The boss of Norfair protects itself with a stream of fiery embers. If you attack from a distance, your shots will stop at the embers. Get close to the creature so the embers fly over your head, and pummel the fiend with missiles.

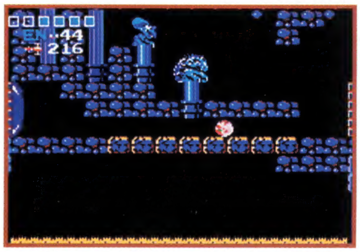




During the battle with Ridley, be sure to save five missiles. You'll need them to open the hatch on the other side of the beast. Once you've ridded the world of Ridley, go left, through the hatch and over a lava pool. You'll discover an Energy Tank.

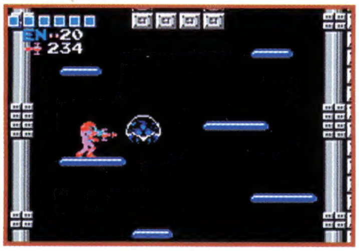
tourian: central base

030 BUILD A BRIDGE

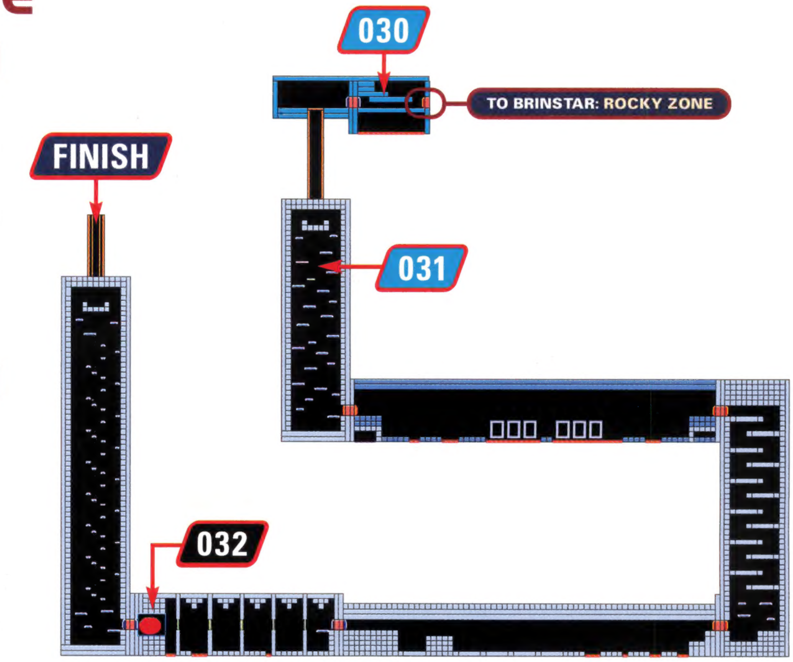


The entrance to Tourian is at the top of Brinstar. Statues of Kraid and Ridley rule over a wide gap. If you have defeated the beasts, the statues will be flashing. Hit them with beam blasts to make them rise and produce a bridge.

031 FROZEN POP

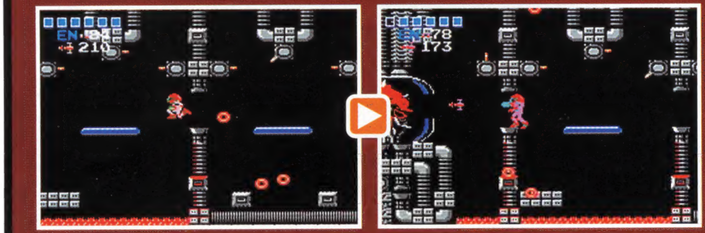


When you encounter the energy-sapping Metroids, you'll discover that the only way to defeat them is to freeze them with the Ice Beam then hit them with five Missiles. Metroids leave behind power-ups that fill 30 energy units and 30 missiles. If a Metroid grabs you, quickly roll into a ball, drop a bomb and move to a safe spot.

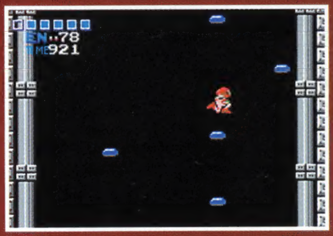


032 mother brain

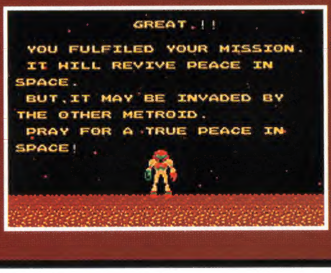
The leader of the Metroids is the monstrous Mother Brain. On your way to the menacing red mass, you'll break through regenerating Zebetites. Hit them quickly with a steady missile barrage.



Once you reach the Mother Brain, stand where the last Zebetite was and target the brain with a stream of missiles.Step off the platform and to the right if a shot is about to hit you. If you fall to the left, you'll have a hard time getting out of the lava.



Immediately following your victory over the Mother Brain, an emergency evacuation will commence. You'll have 999 ticks of a very fast clock to make your way out of the brain's lair. The exit is a tall shaft with miniscule platforms. If you fall, try to land on a platform as quickly as possible to avoid plunging to the bottom.



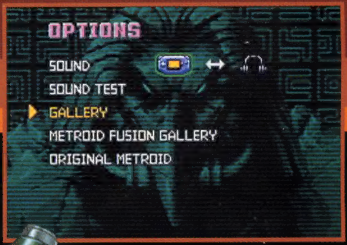
GREAT !!
YOU FULFILED YOUR MISSION.
IT WILL REVIVE PEACE IN SPACE.
BUT,IT MAY BE INVADED BY THE OTHER METROID.
PRAY FOR A TRUE PEACE IN SPACE!

The game has four different endings. The best ones reveal Samus's gender for the first time, showing her without a helmet or body armor. The ending that you will earn is determined by how long it takes you to finish the game. Once you finish, you can start over with all the upgrades except for Energy and Missile Tanks.

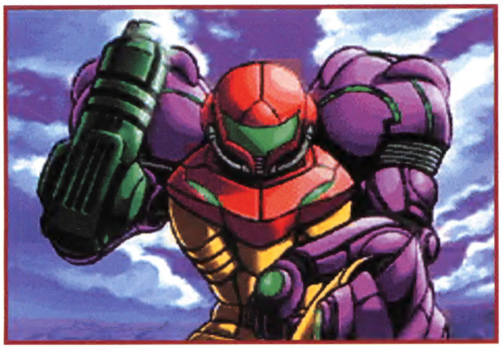
BACK TO THE FUTURE:

galleries

In addition to unlocking the NES original, Zero Mission completion earns you a sound test option and a gallery of all of the ending images that you've acquired. Play the game again and again to fill your gallery with all eight images.

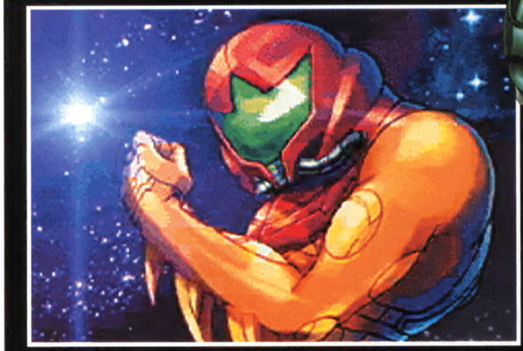


Alternate ending images have become a Metroid staple. Metroid: Zero Mission is the first game in the series to let you save the images and keep them in a gallery. You can access the gallery through the Options menu.



Samus poses for a beauty shot at the end of the game—an image that is automatically stored in your gallery. The most difficult-to-achieve endings show Samus without her helmet or armor.

! metroid fusion gallery



By linking Metroid: Zero Mission with Metroid Fusion (by way of a Game Boy Advance Game Link cable), you will unlock the Metroid Fusion gallery, a collection of ending images from the first GBA Metroid title.

Keep the game-conquering strategies coming year-round with a subscription to Nintendo Power, the official source for tips and news on the latest Nintendo GameCube™ and Game Boy® Advance games. Get 12 power-packed issues for only $19.95 ($27.95 in Canada).

METROID MANIA

Show your enthusiasm for Samus Aran's adventures with a stylish Metroid: Zero Mission T-shirt. It's free with a paid subscription to Nintendo Power.

Offer #4492 Adult size large

METROID
ZERO MISSION
©2004 Nintendo
A SONIC BOOM!
NINTENDO POWER
THE LORD OF THE RINGS: THE RETURN OF THE KING
BEYOND GOOD & EVIL
SWORD OF MANA
MARIO KART Double Dash!!
JOIN THE MARIO PARTY
FIRE EMBLEM
A NEW GBA MASTERPIECE!
MARIO KART: DOUBLE DASH!!
KIRBY AIR RIDE
METAL GEAR SOLID: THE TWIN SNAKES
METROID RETURNS
NFL STREET
GOBLIN COMMANDER: UNLEASH THE HORDE
HARRY POTTER AND THE SORCERER'S STONE
FINAL FANTASY CRYSTAL CHRONICLES

The same crew that brought you the Metroid: Zero Mission Player's Guide fills Nintendo Power with awesome info. You'll find screenshot-rich previews, expert strategy reviews and tons of game-related columns in every issue. Subscribe today for a monthly power infusion.

SUBSCRIBE TODAY!

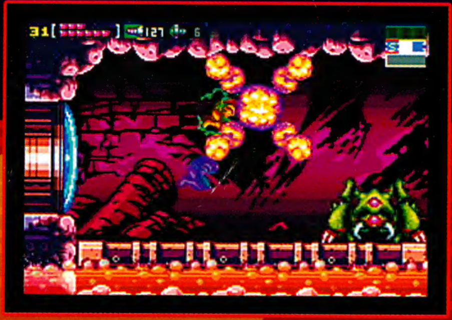
VISIT STORE.NINTENDO.COM

OR CALL 1-800-255-3700 offer #4492

Please allow 4-6 weeks for delivery of the magazine and free gift. Online ordering not available in Canada. Offer good while supplies last. Prices subject to change without notice. Only Visa or MasterCard accepted with phone and online orders.

samus's secrets revealed

you may think you know everything about samus aran's first fight on the planet zebes and her connections to the ancient chozo civilization, but until you delve deep into metroid: zero mission, you won't know the half of it. unravel the dramatically spun tale, root out 100 hidden items and earn the game's best endings with help from the official nintendo power player's guide. chock-full of advanced strategies and comprehensive maps, the guide provides details that even adventuring experts might miss. it's the definitive source for info on the mission that defines samus aran.



- Complete callout-packed maps of every underground cavern, alien ship and ancient ruin
- A full walk-through with strategies for collecting all upgrades and items in record time
- Additional walk-throughs that focus on the game's most difficult challenges
- Strategies for the unlockable NES Metroid and details about the GBA link with Metroid Fusion

Official Nintendo Seal

ISBN 1-930206-48-8
51499
9 781930 206489

$14.99 U.S./$17.99 Canada

0 45496 69280 3